

MORE REVIEWS THAN ANY OTHER GAME BOY MAG!

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# GBX

GAME BOY™ XTREME MAGAZINE

EXCLUSIVE REVIEW!

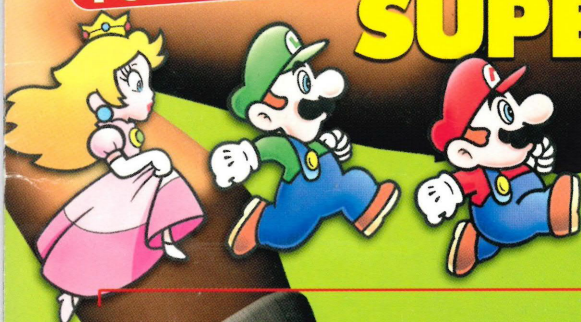
## TOMB RAIDER: CURSE OF THE SWORD

Lara swings into action in a brand-new game!

FULL SOLUTION!

## SUPER MARIO ADVANCE

We take the moustachioed maestro's latest rave and bust it wide open with a complete solution!



### ON THE VIDEO!

### CHAMPIONSHIP GOLF

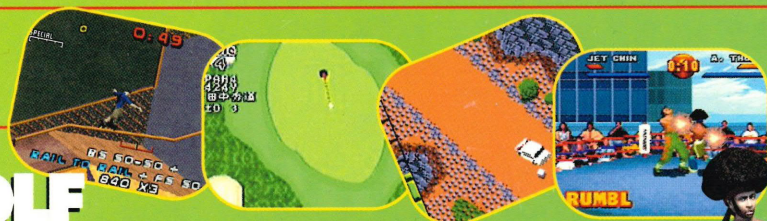
### READY 2 RUMBLE

### BOXING: ROUND 2

### COLIN McRAE RALLY

### TONY HAWK'S PRO SKATER 2

### PLUS



Konami's sedate sports sim is on its way, but does it catch the birdie?

Midway's horizontal heavyweight proves a real low blow on the Advance.

Slide around corners and power through the straights with THQ's driving sensation.

See the Hawkster's lush moves in all their glory. It's amazing!

F-Zero tips, Tomb Raider: CotS, Action Replay GBX, Spider-Man: Mysterio's Menace and more!



REVIEWED: ARMY MEN ADVANCE • EARTHWORM JIM ADVANCE • FIRE PRO WRESTLING • DENKI BLOCKS! • XENA: WARRIOR PRINCESS • HERCULES • MUMMY RETURNS • ROBOCOP • AND MORE!



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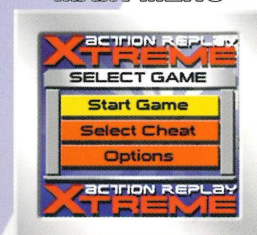
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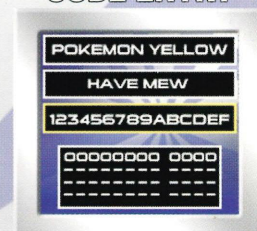
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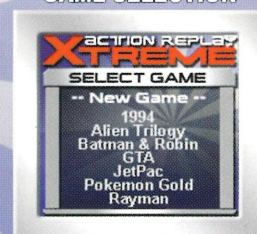
MAIN MENU



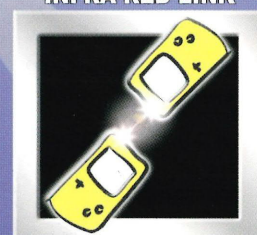
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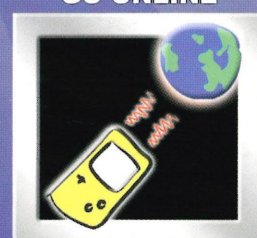
GAME SELECTION



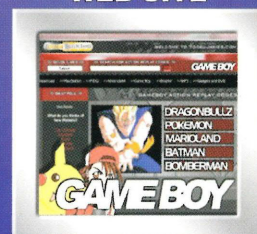
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# LOOK 'N' LOAD



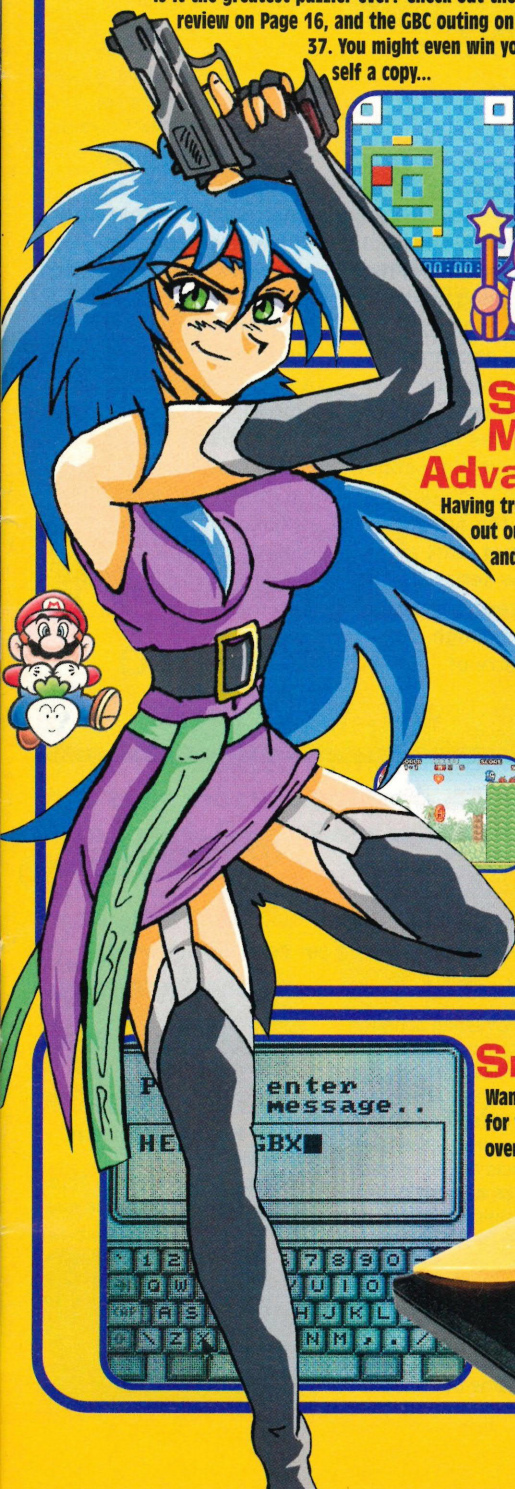
We're back with a bang, and a hatful of hot handheld titles! Check out what's in this month's sizzling issue...

## Six issues of GBX for free! 38

Get a free six-month subscription to GBX for the price of the postage! Honest! Check out Page 38 if you don't believe us...

## 16 & 37 Denki Blocks!

Is it the greatest puzzler ever? Check out the GBA review on Page 16, and the GBC outing on Page 37. You might even win yourself a copy...



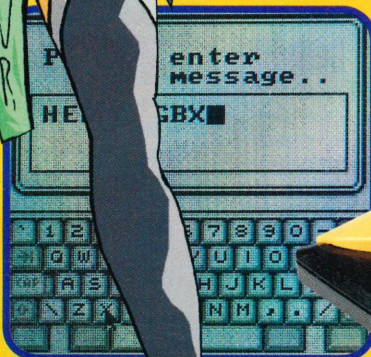
## Super Mario Advance Solution 53

Having trouble finding all the coins? Check out our full walkthrough on Page 53, and you need never be stuck again!



## SmartCom 44

Want a fully-functioning PDA for your GBA or GBC? Pop over to Page 44 PDQ!



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Six issues of GBX. Pay only for the postage. 'Nuff said.

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Well 'Issue' really, as we've only got one! Still, if you missed last month's mag, now's your chance to get it.

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Awwwwwww, c'mon -- read this month's ish first!

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# THE FIRING LINE



**She's gunnin' for gamez again, with more great newz and previewz...**

## SAKURA SAYZ

Yo, gamerz! Ya know what I wanna see now? Original gamez on the Game Boy Advance, that's what! I've no prob with the SNES and PlayStation conversions. Not everyone's played 'em on other machinez, and those who've had their fill know who they are - no one gets ripped off. But now's the time to develop

something that's only on the advance. Legend of Zelda: Link's Awakening and Super Mario DX are among the kewlest videogamez ever. Sure, their main characters appeared elsewhere, but the gamez were designed purely for the Game Boy, and it showz. How about a Mario or Zelda game solely for the Advance? And why not start a whole new series for the small screen? The GBA's doin' well enough... After a flurry of

conversionz, original gamez are startin' to emerge. Spyro: Seasons of Ice ain't appearin' anywhere else, and nor is Napoleon, that Japan-only strategy game which might yet make it over here. I'm embarkin' on a world tour this weekend (I travel fast, y'know?), and I'm gonna find what original titlez are on da way. I'll let ya know what I find next ish...

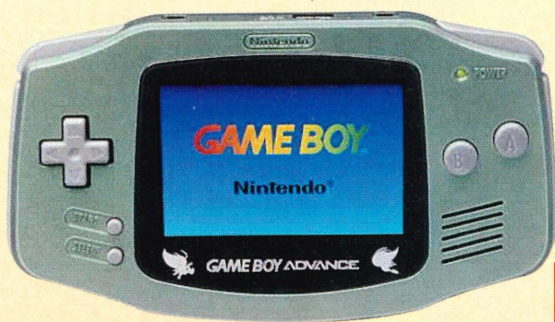
**Sakura**

## ANOTHER POKEMON ADVANCE...

Nintendo has unveiled another Pokémon-branded Advance, this time based around Celebi, the 251st Pokémon. It's green, and has Celebi silhouettes either side of the Advance logo. Like the first Pokémon-emblazoned machine (the Suicune model we told you about in Ish One), it's a

limited edition, and only available in Japan's Pokémon Centres. And also like the Suicune machine, we at GBX couldn't care less.

Guys, give us a Pokémon Advance GAME instead of putting a few stickers on the machine and calling it a special edition.



## ROBOCOP ADVANCE

ADVANCE PREVIEW

**You are targeted for termi - sorry, wrong robot...**

Robocop's arresting actions on the GBC didn't exactly thrill (see the review this very ish), but his Game Boy Advance debut is a different barrel of buckshot entirely. Instead of the overhead action 'enjoyed' by the Color, here we have a side-scrolling scrap which bears more than a passing resemblance to the coin-op of a decade or so ago. The graphics are crisp and cartoony, and yes, the ED-209 makes an appearance. Is there any sci-fi game out there that



DIDN'T feature a robot that looks like the ED-209? Robocop is published by Titus and expected around the end of the year.





## THUNDERBIRDS ADVANCE

F.A.B...

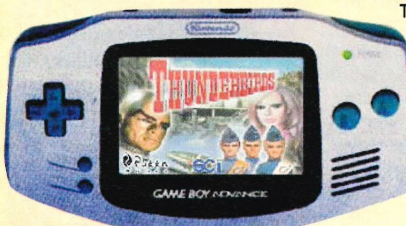
*Thunderbirds*. Set in the year 2065 on a secret island base, the Tracy Family run International Rescue to aid humanity in any way they can. Together with their London agent, Lady Penelope, and teenage genius Brains, and a whole host of other characters, they battle the forces of evil including the world's foremost villain, The Hood. And if you didn't know all that already, you've probably been living on a remote island yourself. What you might not have known is *Thunderbirds* is coming to the Advance. Take charge of various Thunderbird vehicles, characters and FAB 1 & 2 to complete an array of missions consisting of more than 30 levels split over seven environments: Saudi Arabia, Amsterdam, London, South Africa, Russia and Silicon Valley.

ADVANCE PREVIEW



The Game Boy Color version of *Thunderbirds* thrilled in the graphics department, but was a little thin on gameplay. If SCI use the power of the Advance to get the most out of the

Thunderbirds vehicles instead of just throwing them into a standard shoot it/collect it/drop it effort, it could yet be FAB.



## MARIO KART SUPER CIRCUIT

New name, same game...

More news on *Mario Kart Advance*. For starters, it's not called *Mario Kart Advance*. Not any more. It's *Mario Kart Super Circuit*, and it features over 40 tracks, eight racers, four-player link-up (but limited if using only one cart) and battery back-up. It's essentially the SNES version, though the tracks are all-new. Some of the weapons are lifted from the N64 *Mario Kart* too, like the spikey shell that homes in on the leader. Like the SNES version, you can collect coins which improve your speed and handling. Bumps with other racers loses you coins, so be careful.

You can play *Mario Kart* in four-player link-up mode, but like *F-Zero*, you only get one track unless everyone has a copy of the cart. This is extremely tight and damned infuriating – we

hope Nintendo has a rethink on this one. Battle Mode is there in all its glory, using the balloons from the N64 version rather than the balls from the SNES. The N64's power-up diamond is favoured over the SNES' flat plates too. The Japanese version of the game utilises the mobile phone adapter, whereby players can upload best track times and even swap ghost car data. As the adapter only works with the Japanese mobile phone system, this function will never make it over here. So there you have it – *Mario Kart Super Circuit* is based on the SNES version but borrows from the N64 offering, and the multiplayer game is merely demoed if you're only got one cart between you. And that's around half our mailbag answered...



## FAAAALL IN!

Time for Sakura to muster the troops once more. The Game Boy Advance is cool playing alone, but even more fun when battling it out with your buddies. This month we ask who would you most like to link Game Boys with and why?



IAN OSBORNE

I'd love a 3D deathmatch blast with Jeremy Beadle, Michael Barrymore and Sakura. I'd team up with the dynamite dame from GBX and blast the irritating TV personalities off the face of the Earth (or at least off the screen).



JAMIE WILKS

I wouldn't mind playing *TOCA* with Michael Schumacher. I still haven't forgiven him for shunting Damon Hill off the track to win the World Championship a couple of years back, so the chance for some payback would be cool.



JOHN HAGERTY

I missed watching Anna Kornikova during Wimbledon this year, so I'd offer her a consolation *Mario Tennis* sesh. With my games playing advantage and super-fast service she's bound to have a ball.



SIMON DREW

Bill Gates, multi-trillionaire and owner of Microsoft. We'd play a beat-em-up and I'd let him start winning, but just before he defeated me I'd pull out the cables and then smack him with a plank of wood painted blue. All PC owners out there should know what I mean!



OLIVER LAN

Buffy the Vampire Slayer, definitely. As soon as we'd hooked up I'd show her the true meaning of evil. Muhahahaaaaa.



## DON'T DO IT!

There's an ugly rumour buzzing around the Advance massive, and it could destroy your machine. Users have discovered that under the serial number sticker on the back of the Advance, there's a screw at the foot of a small hole. Whatever anyone tells you, this is NOT a contrast control and you shouldn't turn it to change the screen brightness. It's actually a flicker control used to adjust positive and negative voltages. If these are out of alignment, a charge builds up in the LCD screen, giving the impression of greater brightness. It also wrecks your machine. So whatever you do, leave this screw alone.



## GLOWGUARD

Here at GBX, we reckon the GBA's brightness problems are a temporary phenomenon, which will be solved with time as the programmers get used to the new machine's power output. However, like the GBC before it, you'll never play it in the dark without an external light. Perhaps it's worth investing in a Glowguard anyway. Glowguard, from Interact, plugs into the top of the GBA and offers a light when open, and a screen protector when closed. It's pretty bright too. Get it from [www.d3world.com](http://www.d3world.com) or any good games store for £9.99.



## JURASSIC TRIO FOR THE ADVANCE

ADVANCE PREVIEW

Three Jurassic Park III games on the way.

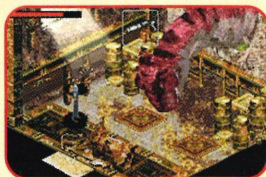
With the *Tomb Raider* movie getting lousy reviews all over the country, *Jurassic Park III* looks set to be this year's Summer blockbuster. Perhaps that's why Konami has three separate dino-dicing Game Boy Advance games on the way.

In September, *Jurassic Park III: The DNA Factor* recreates the Jurassic Park world and takes players into an interactive pre-historic adventure. The game's a mix of side-scrolling adventure stages and intense puzzle action, with over ten species of dinosaurs and 12 huge levels.

*Jurassic Park III: Primal Fear* follows later in the Autumn. Players are lost on an island inhabited by fierce dinosaurs, forcing them to use all their cunning and survival tactics to escape. Explore the island, find equipment and weapons and search for the location of the rescue helicopter before you become the main course. The game features 360-degree movement through

huge 3D rendered environments, several species of dangerous dinosaurs and dozens of items to bait and trap the monsters.

Finally, and perhaps most interestingly, is *Jurassic Park III: Park Builder*. Here players create a miniature version of the dinosaur theme park, right in the palm of their hands. Construct a park from scratch, complete with restaurants, shops and attractions. Search the world for DNA samples and use them to create over 100 dinosaurs to display in your park, but be careful that they don't become sick or worse, escape. Okay, so it's been done before, but never on a handheld. This could yet be this year's sleeper hit when it's released in November.



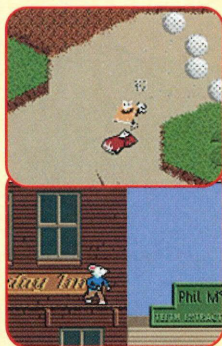
## STUART LITTLE: THE JOURNEY HOME

COLOR PREVIEW

It's tough being a mouse in New York...

One for the kids here. *Stuart Little: The Journey Home* features eight levels of platform and racing action spread over various locations. Look out for a model boat race, a romp through a miniature golf course, a toy cowboy town and New York's Central Park.

The game is to be released at the same time as the sequel to the hit film, reaching the stores on 7th September.



## BACKTRACK

ADVANCE PREVIEW

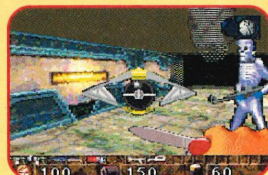
Travel the galaxy, meet interesting people - and kill them!

The race to be the first first-person shooter on the GBA is hotting up. Current leader of the pack is Telegames' *BackTrack*, which is due in September, though *Ecks Vs Sever* and *Doom* are in close pursuit.

Informant Kilantrainia, or Bob for short, has traveled 400 light years to warn Earth about an impending danger. Domingoanix, alien leader of a mutant and robot army, has taken control of the BSBODSOM project (Build Secret Base on Dark Side of Moon - NASA's budget obviously wasn't big enough to stretch to a sensible name). For months these aliens have been abducting humans and assimilating them into an army of droids that can be used by Domingoanix to overwhelm Earth and plunder its natural resources. Or maybe it's just the way some people are first thing in a morning. As our last hope, you must help Jim Track infiltrate the base and succeed where many before him have failed. You must destroy every alien or assimilated human you encounter, port back as many unassimilated humans from the pods as possible and then trigger the self-destruct sequence to terminate the moon base and the remaining aliens. Piece-of-cake mission until you realise the only way in just happens to be the only



way out... The GBA has the processing wellie to create a really good first-person blast. Don't expect miracles - the walls and ceilings will probably be flat, with none of the organic forms offered by high-end PC games, and chances are there will be no rooms or walkways on top of other rooms. Still, it offers four-player action, a single-player deathmatch against three bots, FMV intros, smoke and transparency effects, 12 levels and nine unique weapons. There's also an in-game option to alter the screen brightness. HURRAH!



## UBI SOFT BAG CAPCOM GAMES

Ubi Soft is to release several Capcom games on the GBA. Look out for *Super Street Fighter 2X Revival*, *Street Fighter Alpha 3*, *Mega Man Battle Network*, *Mega Man EXE 2*, *Breath of Fire*, *Breath of Fire 2*, and *Final Fight One*.





# SONIC THE HEDGEHOG ADVANCE

Go, Sonic, GO!

As reported back in Issue One, Sega's sizzling sensation is on his way to the Advance, and now we've got some cool new screens and information just for you! Dr Robotnik (Sonic's arch enemy, non-Sega pals) has concocted a diabolical scheme, and it's up to you to stop him. Play as Sonic, Tails, Knuckles or Amy as you collect Chaos Emeralds and thwart his malevolent machines. You need all the help you can get, because this all-new quest gets more



challenging by the minute, with tons of puzzles and traps. Evade the obstacles and enemies, unlock secret areas and uncover the hidden Chaos Emeralds to transform into Super Sonic for the final battle against Dr Robotnik! Additional multiplayer mayhem can be found in the Chaos Emerald Hunt and Battle Modes. Based on the same style of gameplay as the incredibly popular Mega Drive series, *Sonic the Hedgehog Advance* takes the classic 2D graphics and level design to new heights. According to Sega, 'It will be

ADVANCE PREVIEW

a landmark moment in gaming history as Sonic officially goes multi-platform! They've obviously forgotten Sonic has already appeared on a non-Sega handheld, the short-lived Neo Geo Pocket. Bet our version's better, though...



# STREET FIGHTER ALPHA 3

COLOR PREVIEW

The dudes with attitude battle it out once more...

There's a third *Street Fighter* game on the way to the Advance. The Crawfish-developed *Street Fighter Alpha 3* is based on the Dreamcast game, but written specifically for the GBA, and is heading our way this October. *Street Fighter Alpha 3* retains many of the features of the Dreamcast version. Look out for World Tour and Survival Modes, and a two-player Versus Mode. All 34 Dreamcast characters are there, as are three Game Boy Advance newcomers.

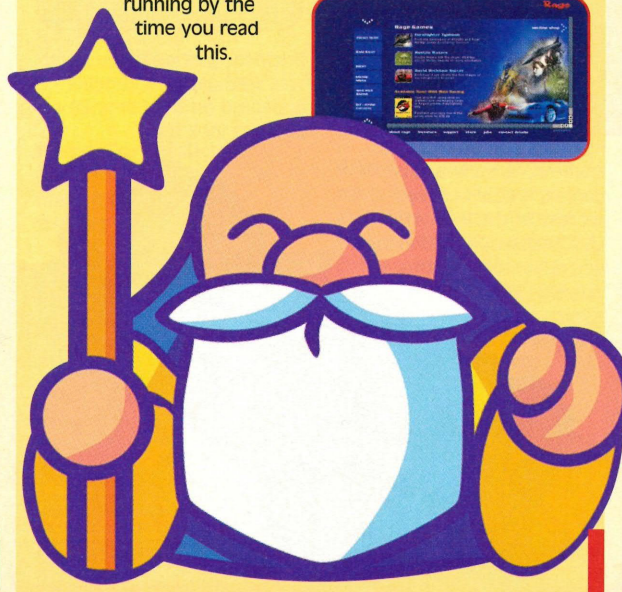
game also includes the original's fighting modes (Normal, Mazi, Saikyo or Classic) as well as three fighting styles or 'isms', allowing players to further customise the gameplay. And Chun Li's still a babe. As Crawfish is the team behind the GBC's respected *Street Fighter Alpha: Warrior's Dreams*, we can expect some fine fist-fighting, but with two other

*Street Fighter* games on the way (courtesy of Ubi Soft) it's got its work cut out.



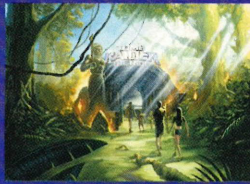
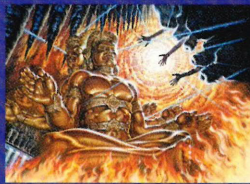
# DENKI ON THE WEB

Anyone licking their lips in anticipation of Rage's mega puzzler *Denki Blocks!*, reviewed this very ish on the GBA and GBC, should take a sneak peek at [www.rage.com](http://www.rage.com). The guys behind the games are in the throes of setting up a dedicated *Denki Blocks!* site, which should be up and running by the time you read this.



# RIDE LARA!

Games, movies, toys, comics – and now a fairground ride! In King's Island, Cincinnati, Ohio, they're building an adventure ride based on the *Tomb Raider* film. Starting in an ancient temple, thrill-seekers move through mysterious chambers engraved with strange runic symbols and the decaying remains of failed raiders. Look out too for an ice cave and a pit of red hot lava, presumably not in the same room. Actual props from *Tomb Raider: The Movie* will be used throughout. *Tomb Raider: The Ride* is scheduled to open in 2002. Whether it offers a realistic portrayal of the perils of being a top *Tomb Raider* or yet more evidence that anything with Lara's mugshot on it will sell is another matter entirely.



# FILE EXCHANGE

Datel Electronics is to release a peripheral designed to let Game Boy gamers exchange save game files via a PC. Gamers can pass files to their friends, and even swap them over the internet. No price or release date has yet been set, and it has yet to be named, but expect more information next month.





# PRIZES TO FIGHT OVER...

**Three Shrek: Fairy Tale FreakDown goodie bags must be won!**

To celebrate the release of Shrek: Fairy Tale FreakDown, TDK Multimedia has given us three great goodie bags and a copy of the game to give away.

Three lucky readers will take away a Ministry of Sound backback containing loads of Shrek and TDK prizes. There's an embroidered Shrek baseball cap to keep the sun out

of your eyes, a Shrek mouse mat, a TDK flashing bouncy ball (honest) and a cool Dance Reference biro. The first entry out of the electronic postbag will also get a copy of the DreamWorks-developed Shrek: Fairy Tale FreakDown on the Game Boy Color.

To stand a chance of winning, just answer this simple question:

**Q: Who developed Shrek on the Game Boy Color?**

**A: Acmesoft Ltd**

**B: Santa's Elves**

**C: DreamWorks**

When you think you know the answer, ring our competition hotline and leave your name, address and your answer. Lines close on 8th August, so don't delay!

COMPETITION HOTLINE

# 09064 701721

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 8th August 2001. The editor's decision is final and no correspondence will be entered into.

## LEGO ISLAND 2: THE BRICKSTER'S REVENGE

Another brick in the wall...

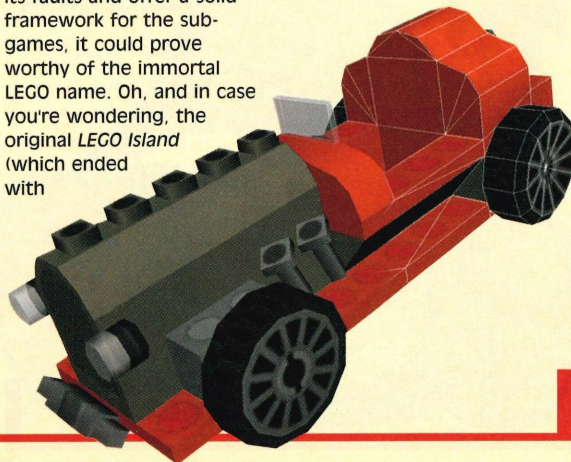
It's already out on the Color, and now it's coming to the Advance. *LEGO Island 2: The Brickster's Revenge* is a zany 3D adventure where you play Pepper, the pizza delivery boy. Both the themes and the vehicles are based on LEGO themes, including new ones like Adventurer's Castle and LEGO City. New vehicles include a space shuttle and a pterodactyl – talk about mixing old with new! There's 18 sub-games to explore, including diving for bricks, snake shooting, jousting with the Dark Knight and flying a biplane through the jungle. And the plot? It's the usual

battle between good and evil, with the big baddie, The Brickster, escaping from jail creating mayhem on LEGO island. The LEGO games have so far been a mixed bag. *Team Alpha* played really well, *Racer* and *Stunt GP* were embarrassing and the GBC version of *LEGO Island 2* pretty mediocre. If the Advance version can address its faults and offer a solid framework for the sub-games, it could prove worthy of the immortal LEGO name. Oh, and in case you're wondering, the original *LEGO Island* (which ended with

ADVANCE PREVIEW



Brickster getting banged up) was a PC game, and never appeared on the Game Boy. So don't look for it.



## PREHISTORIK MAN

ADVANCE PREVIEW

Prehistoric platforming perils from the past...

It's a platformer. From the SNES. It has 24 levels, tons of secret areas, lots of prehistoric items to use... Let's take a deep breath. *Prehistorik Man* is pretty unremarkable platform fare, but it's blessed with some hilarious animation sequences. As we've said many times before, we've no real beef with SNES conversions padding out the



playlist as long as we get some original games too, but *Prehistorik Man* was pretty predictable even on the SNES. Maybe it will look better second time around, but we're not holding our breaths.





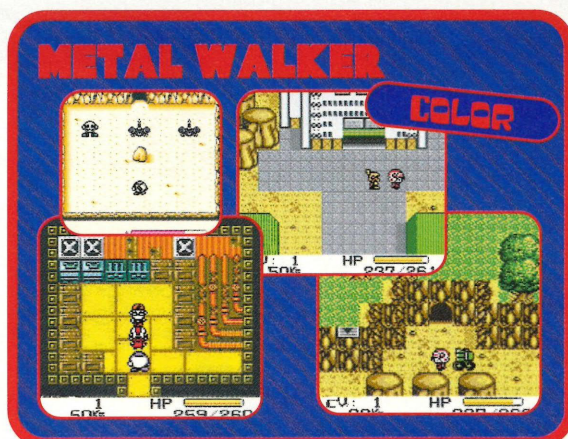
OVERSEAS  
NEWS

Sakura's been prowling the planet in search of Game Boy games, and she's brought back a brace of crazy carts. Let's take a look...



Y'know, there are some sizzlin' games from far-away places headin' for the import shelves. Real happenin' titles you guyz and galz should seek out as soon as you can. Games that importerz everywhere should be cryin' out for, eagerly feeding the ragin' appetite of UK gamerz. Namco Museum is NOT such a game!

As regular readerz know, I'm all for portin' old gamez onto the Advance – it beefs up its catalogue in the first few months of its life, and lotsa gamerz who never played 'em on the old machinez would kinda like 'em. But this is going too far. Five agein' relics that coulda been



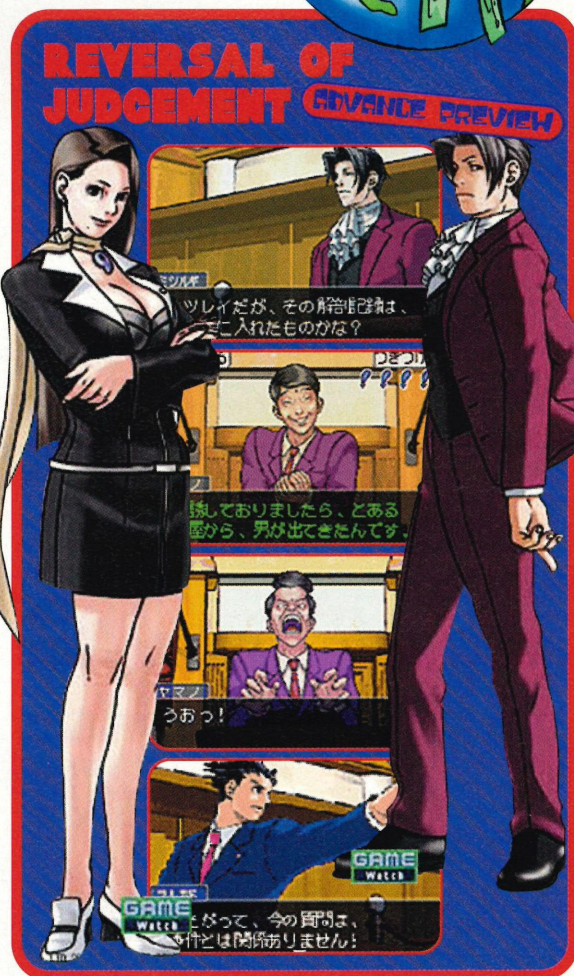
done on the Game Boy Color is sorta takin' the rip. For the record, the gamez are *Pole Position*, *Ms Pac-Man*, *Galaga*, *Dig-Dug* and *Galaxians*, but

take it from me – ya don't want it.

A game I'd luv to play is Capcom's *Reversal of Judgement*, a courtroom drama in which ya haveta clear ya client of the murder rap, findin' out who fitted him up and gatherin' evidence to put the bad guyz behind barz. It's comin' to Japan in October, so don't expect it on your importer's shelves too soon – or indeed at all! Y'see, therez just too much Japanese in there. Unless you speak the lingo, forget it. Let's all hope someone brings out an English-language version instead.

#### Made For Walkin'...

One Capcom cart that did make it into the English-speakin' world is *Metal*



*Walker*, a game that owez more than a wee favour to *Pokémon*. It ain't no clone, though. It's got a unique battle system that really keeps ya interested. Like those pocket monsterz, the metal walkers (lil' robots ya fight with) evolve into stronger creaturez during the game, but instead of collectin' wild ones as ya go, ya grab broken bitz of defeated droids and change ya robot's configuration whenever ya like.

Last of all this month is *M&M Mini Madness*. I luv the

sweetz as much as anyone, but this platform game is kinda poor. In fact, the M&M in the title could stand for 'mundane & moronic'. Unseen deaths, banal levels and tediously bog-standard gameplay isn't much of a treat.

Well that's ya lot for this month. Not a great sackful I know, but therez some great gamez comin' soon – stay tuned for some more next ish.

**Sakura**





# PLAYING AWAY HOME...

How do you play Game Boy games if you haven't got a Game Boy? We take a look at the wonderful world of emulation...

To play a Game Boy game, you need a Game Boy, right? Wrong! Using an emulator, a program or device that mimics the actions and workings of a Game Boy, you can get by without one. If you own a PlayStation2, you can grab a Datal GameStudio and play your Game Boy carts through your PS2 for some serious full-screen action.

With a PC or an Apple Mac you can download software from the Internet that lets you play Game Boy games on your computer, and as we all know, you can use Color and Pocket Game Boy carts on the Advance. So can emulation replace our trusty handheld? No way, but it can give your gaming a boost. Let's take a look at this exciting phenomenon...

## Sharklight

The screen on the Game Boy Advance can appear dark at the best of times, mainly because the first batch of games were programmed before the brightness of the screen had been confirmed. It's never darker than when you're playing a Game Boy Color game on the Advance, though. The *Sharklight* from Interact costs £9.99, and is a welcome boon for any Advance gamer. When playing Color games, it's a near-necessity.

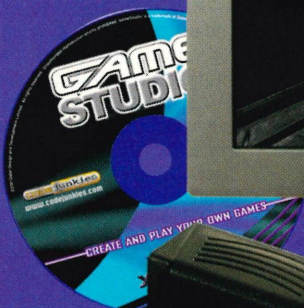


## GameStudio



Ever fancied playing your Game Boy and Game Boy Color games on a full-sized screen? Well if you've got a PlayStation2, you can - just grab yourself a Datal GameStudio! GameStudio is a feature-packed Game Boy emulator for the PS2. Just slap the CD into your machine, and insert a Game Boy or Game Boy Color cart into the special adapter which fits into the memory card slot of the PS2, and you're away. You can play your handheld games on full screen, and even tilt the playing area to give

that 'in the arcades' feel. The clarity is crystal-clear, and it works with any Game Boy or Game Boy Color title. If that wasn't enough, there's eight free games built into the GameStudio, including *Space Invasion*, *Painter* and *Karate Joe*, all of which scored highly on these hallowed pages. You can download these games onto a special GBC cartridge that comes with GameStudio, and then play the game on your handheld. Cool! It's compatible with the PlayStation's rumble feature too, so rumble-compatible GBC games like *Perfect Dark* and *Pokémon*



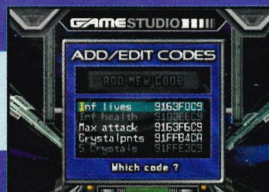


# FROM

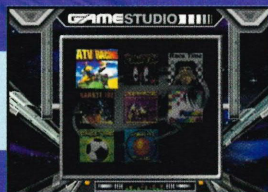
## X-Drive



Got a PC? Want a Game Boy software emulator, but are fed up of getting your computer cluttered with game files? The Dattel X-Drive is for you! The X-Drive is a fully-functional Zip drive which stores files on special disks. Up to 100Mb can be stored on each disk. It's also compatible with the PlayStation2, and can be used for PS2 game saves. It's not cheap at £99.99, but it's very good and comes with a free 100mb Zip disc...



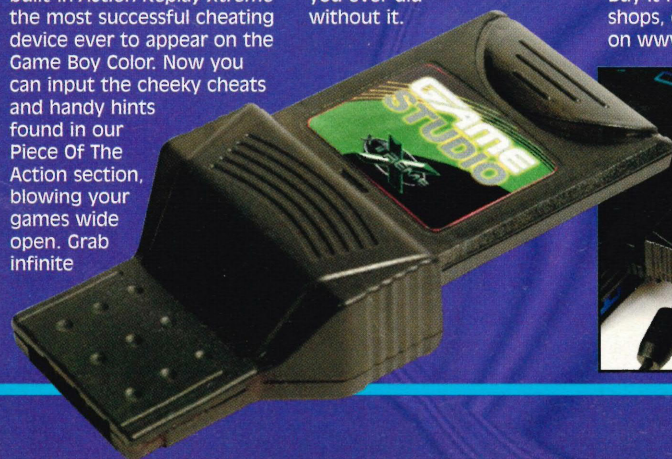
*Pinball* still give that tremble effect. Perhaps best of all, the *GameStudio* offers a free built-in *Action Replay Xtreme* the most successful cheating device ever to appear on the Game Boy Color. Now you can input the cheeky cheats and handy hints found in our Piece Of The Action section, blowing your games wide open. Grab infinite



lives and ammo, open secret levels, unveil hidden characters – once you've used one, you'll wonder how you ever did without it.



*GameStudio* costs a mere £39.99, which is a bargain considering the free games alone are worth over £100. Buy it from all good games shops, or over the Internet on [www.d3world.com](http://www.d3world.com).



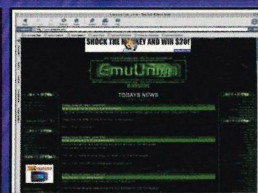
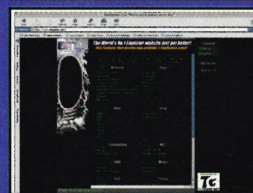
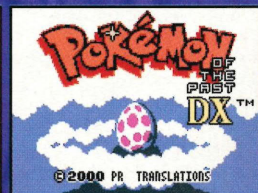
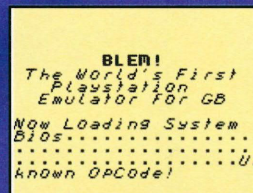
## Software Emulators



If you have a PC or an Apple Macintosh computer, you can get onto the Internet and download a free Game Boy Emulator. There are several to choose from, but the best are *Nocash* for the PC, and *Virtual Boy* for the Mac. You can get emulators for virtually any older games system from the same sites - relive your old Master System, Mega Drive and SNES-playing days too!

With a software emulator, you can play game files or ROMs which you also download from the Internet. You can then play the games using your keyboard, the action exploding onto your computer's monitor. You can then take screenshots similar to the ones we print in the mag, and use them to enliven your print-outs or decorate your bedroom walls. Downloading a ROM for a game you don't actually own is illegal, but there are plenty of public domain games out there, written by enthusiasts and given away for free on the Internet. Check out *Ant Wars*, a great *Lemmings*-like black and white game. *Blam!* is a fake PlayStation emulator for the Game Boy (or, more accurately, an unfunny joke), and *Commando Death* is probably a blaster; we'd be more certain if the version we had actually worked! Look out too for *Pokémon of the Past DX*, a hacked version of *Legend of Zelda* with all the monsters and items changed to features of the Pokémon games, and various sound and graphics demos. Cryo Interactive once planned to put a demo version of their game *Gift* on the Internet, so gamers could download it and play it on an emulator to see if they liked it before buying. Alas, these plans came to nothing in the end, but hopefully games companies will soon start issuing demos in this way, giving the Game Boy massive the chance to try before they buy.

Game Boy Advance emulators are already appearing, but they're in their infancy – they're unstable, slow and not really worth bothering with.





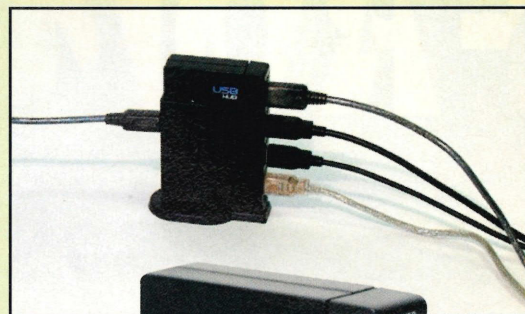
## Ode to Joypads...

Okay, you got your software emulator for your PC, but you don't like the keyboard. What do you do? Get yourself a USB-compatible joypad, that's what! A modern computer uses USB or Universal Serial Bus sockets for things like printers and disk drives. You can also get devices like joypads that fit the USB port, so you no longer have to fiddle around with the keyboard when playing games. Simple! Interact has several out there, including the RaiderPro digital and analogue sticks (choose the digital model if you only want it for Game Boy games). If you prefer a pad to a stick, there's the PlayStation-like AxisPad, or the GoPad, a controller designed for laptops which functions as a mouse too.

Whatever you go for, make sure it's compatible with your machine and that your emulator will let you use it. Not all do...



## USB Hub



If you're keen to play Games on your PC but haven't got a spare USB port for the joypad, you need one of these – it's a Dattel USB Hub, and costs £29.99. With it you can connect up to four items like the X-Drive and a game pad all the time. Ace...

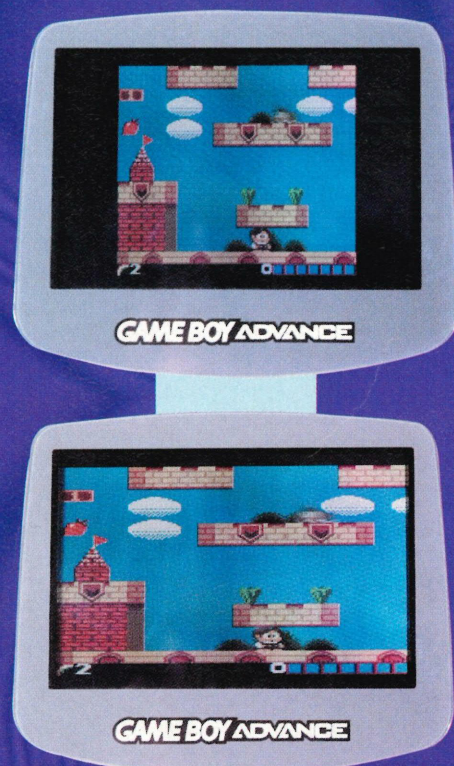
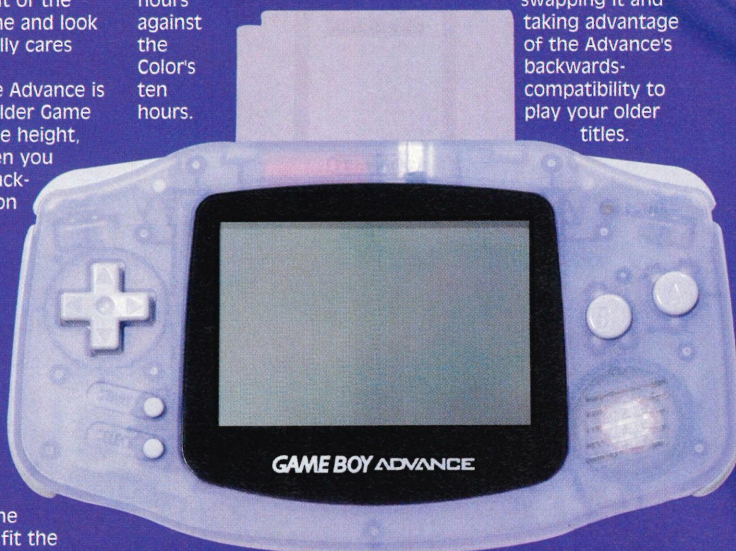
## Advance Backwards!

As everyone knows, the Game Boy Advance is backwards-compatible. Slap a Game Boy or Game Boy Color cartridge into your shiny new Game Boy Advance and you can play your old games without using a GBC or classic Game Boy. They stick out of the top of the machine and look ugly, but who really cares about that?

The screen on the Advance is bigger than the older Game Boys'. It's the same height, but wider, so when you play a Color or black-and-white game on an Advance, you get two black stripes on either side of the game screen. If you've ever watched television on a widescreen TV, you'll understand what we mean. It's not a problem, and if you really hate it, you can stretch the playing screen to fit the

Advance using the shoulder buttons, as seen here. What's more of a problem, though, is the fact that Game Boy Color games appear very dark on an Advance. This is because the Advance uses less power, giving it a battery life of 15 hours against the Color's ten hours.

There's not much you can do about this, except sit in a well lit area or buy a light for your Advance. Our advice is not to trade in your old Color until you're fed up with your old games. Keep it and use it alongside the Advance instead of selling or swapping it and taking advantage of the Advance's backwards-compatibility to play your older titles.





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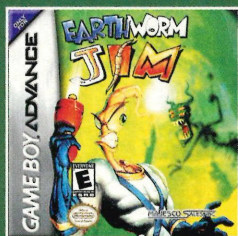
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Where possible, use your whip attack to take out enemies. Save your blaster ammo for the bosses; it makes them much easier to kill.

# Earthworm Jim



DAMAGE: .....£34.99  
ON SALE: .....TBC  
WHO: .....MAJESCO SALES INC  
TYPE: .....PLATFORM GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....NONE

**A worm in a magical space suit? A psychotic cow? Jamie cringes in fear as he investigates the game's warped origins...**

If you've ever played *Earthworm Jim* on the SNES, this game will seem very familiar. That's because it's a direct port of the SNES version, but with the Mega Drive-exclusive 13th level thrown in for good measure. Being the weirdest mix of gameplay factors known to man, *Earthworm Jim* is a puzzle-action-platformer with a strong humour angle. A large part of the game's make-up is keeping the player laughing with strange hamster and cow jokes and various levels of ickiness, with snot, puss, sweat and bowel movements creeping themselves into the game at every opportunity. This makes for a very unique game, if not an outstandingly solid one in

the gameplay department. *Earthworm Jim* is fun to play, but the gameplay just isn't that complex. Run here, jump there, catapult that cow, collect this, and so on until you meet each level's boss. These range from farting rednecks to giant space-crows who attempt to kill you with fishhooks. You have two attacks with which to deal with these nasties; your ammo-limited ray gun which can be upgraded by picking up the icons scattered throughout the levels, and your trusty whip attack where Jim's suit grabs him by the

tail and uses the worm to batter the enemies.

## The Worm that Turned

Graphically the game's quite tasty, with nice multi-layered backgrounds and fluid animation. The appearance of each level varies dramatically, adding a true feeling of depth and progression. Leave Jim alone for a few seconds and he does any number of stupid

things, from trying to spin his ray gun (which ends up smacking him on the head) to pulling a muscle-man pose (which makes his trousers fall down, revealing red and white polka dot boxer shorts). When all's said and done, you'll either love *Earthworm Jim* or think its utter rubbish. The game's good fun and well put together, but if Ren-and-Stimpie-esque humour isn't your thing, it doesn't have anything outstanding to offer. Except maybe the opportunity to do all those things to cows you always wanted to do in real life, but were afraid of being arrested.

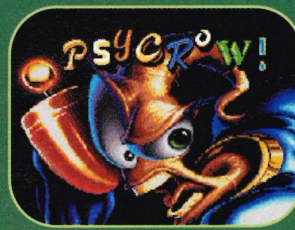
**Jamie Wilks**

## Conversion Perversion

The GBA version of *Earthworm Jim* is a rather lazy port of its SNES cousin. All that's been added is the additional level featured in the Mega Drive version. If you've played either, steer clear; there's nothing new here at all. Let's hope 16-bit conversions like this will give way to Advance-dedicated games, and developers help realise the GBA's potential.



Psychedelic sub-game madness!



**XTREME  
RATING**

### Uppers

- + Weird.
- + Lots-a gags.
- + Nice graphics.

### Downers

- A bit simplistic.
- No save system?
- A straight 16-bit conversion.

### Summary

If catapulting cows and torturing hamsters is your thing, you'll love it. If simplistic platformers aren't, you'll hate it.

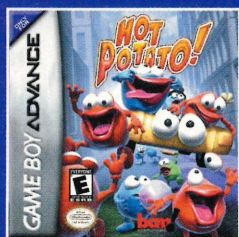


**10%**





Don't risk the spud bus to get every last potato. If in doubt, leave it!



DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....BAM ENTERTAINMENT  
TYPE: .....PUZZLE GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....BATTERY BACK-UP

# HOT POTATO!

**Will Bam's game about potatoes mash your head? John Hagerty's had his chips.**

I guess some games must be easier to name than others. Driving and football games, for example, usually have really obvious names. However, strange puzzle games can't be the easiest of things. Take *Tetris*. Calling it 'Falling Shapes' you have to rotate to build lines' wouldn't be wise. So, it seems giving something a really odd name

is the fashion, and *Hot Potato!* definitely is a fashion victim. The potatoes in question are little ball-shaped alien things littering the streets, and it's your job to clean them up. You drive round in some sort of potato bus-type thing, launching potatoes at the potatoes in an attempt to match up the colours. With me so far? I didn't think so...

The spuds are launched from the spud bus in lines of three, each varying in colour. The idea is if you hit a spud with one of the same colour, they disappear, clearing the street. Your spud bus carries six potatoes at a time, and you can rotate and flip their order to match up with any spuds on the road. Matching three spuds up in one shot earns the most points.

## Spud Gun

I'd never have thought you could have so much fun with potatoes. The game doesn't take too long to mash-ter, but you only have a limited number of lives, which you lose when your spud bus hits a potato and gets stuck. So you have to be quick to shoot otherwise it's chips for you!

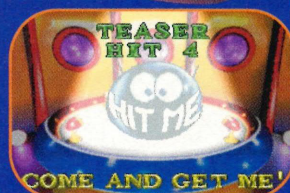
At first, I wasn't that impressed with *Hot Potato!*, but it's one of those games that grows on you the more you play it. The graphics are nice and crisp, and there's a host of animated characterisations for the potatoes, which I must admit looks pretty cute. To be fair, the game is not as good as *Tetris*, and at times

it can be a bit slow as you wait for your spud bus to trundle along, but it's still a smashing game and there's plenty of fun to be had. Sorry about all of the Potato puns - I'll get my jacket!

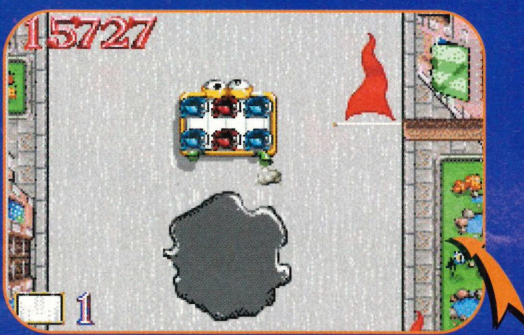
**John Hagerty**

## Spud-U-Like?

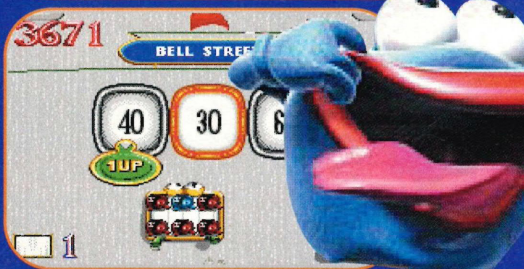
Lining up the various spud colours is easy at first, but as the game progresses and the screen fills with multi-coloured spuds, it becomes a lot more difficult.



**Bob the potato found the mutton vindaloo had nasty effects.**



**The lads realised the spud bus now needs more oil.**



**X**  
XTREME  
RATING

## Uppers

- + Addictive.
- + Good fun!
- + Nice cartoony graphics.

## Downers

- Can be a bit slow.
- Not much variety.

## Summary

Easy-to-play puzzler which is bags of fun. This is one hot potato you won't want to drop.

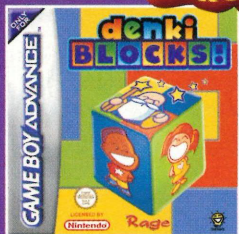


# 83%





Plan ahead. Time spent thinking about your moves is time well spent.



DAMAGE: .....£34.99  
ON SALE: .....SEPTEMBER 2001  
WHO: .....RAGE  
TYPE: .....PUZZLE GAME  
NO OF PLAYERS: .....1-4  
SAVE SYSTEM: ...BATTERY BACK-UP

# DENKI BLOCKS!

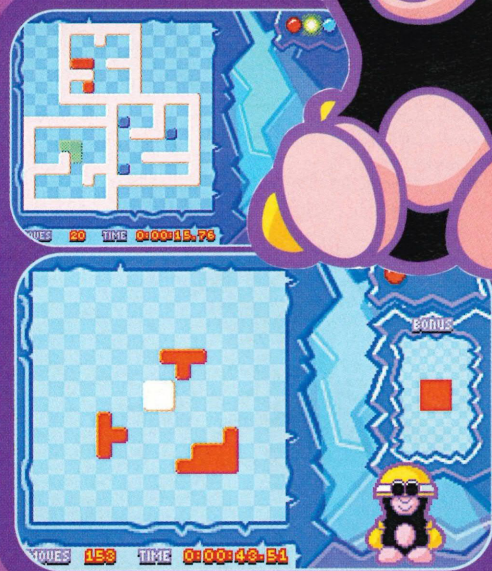
Is Rage's ravin' puzzler a blockbusting bonanza or just another *Tetris* clone? We send Ian to investigate...



Training Mode - every puzzler should have one.

laid out like that on a tray. Pressing the D-pad tilts the tray horizontally and vertically, making the blocks slide a little, unless they're already at the edge of the playing area or pressing against one of the fixtures. It's by using the fixtures and edges that you bring the blocks together.

As soon as two blocks of the same colour touch, they stick and become one. This is your best friend but also your worst enemy. You need to do it to complete the level, but bring blocks together at the wrong time or in the wrong place, and you get stuck. For example, you might glue the green blocks in a long, thin line, but in doing so, split the reds and make it impossible to bring them together and complete the stage. Plan ahead - you've always got a choice of stages to tackle if you're stuck, but don't expect them to get progressively easier.



## Blockbuster!

This game never tests the reflexes. The 'tray' is not

constantly tilted - it's one press of the D-pad, one move of the blocks. There's no inertia involved, so you don't have to press in the opposite direction to bring the tray back level. It's pure

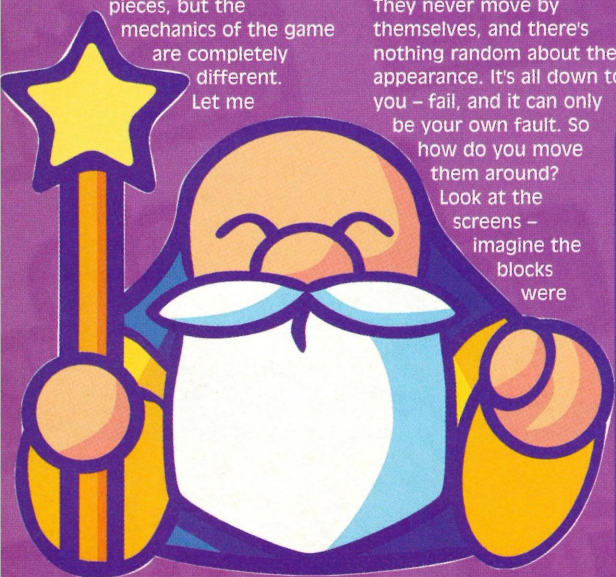
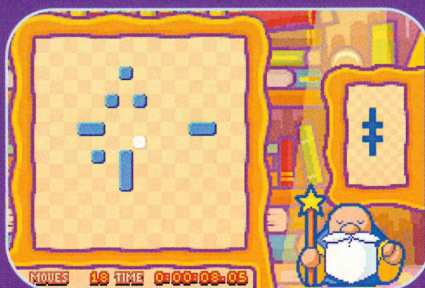
Let's make one thing clear right from the start. *Denki Blocks!* is NOTHING like *Tetris*. Sure, it involves bringing together different-coloured pieces, but the mechanics of the game are completely different. Let me

explain. In *Denki Blocks!*, the aim of the game is to connect all blocks of the same colour. All the red ones, all the blue ones, all the green ones and so on. They never move by themselves, and there's nothing random about their appearance. It's all down to you - fail, and it can only be your own fault. So how do you move them around? Look at the screens - imagine the blocks were

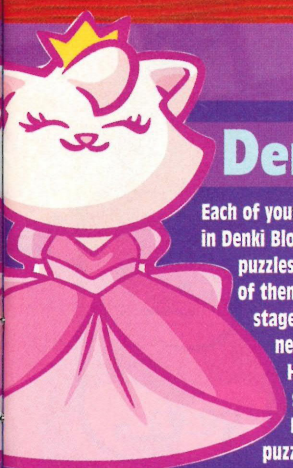


## Getting Into Shape

To beat the level you only have to join the blocks, but if you fix 'em into a certain shape offered on the right of the screen, you get a bonus star too. These can be spent to access special puzzles.

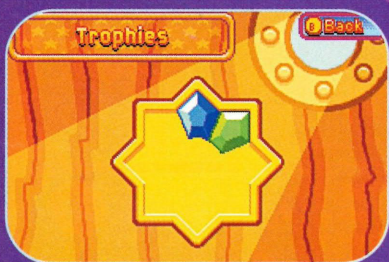
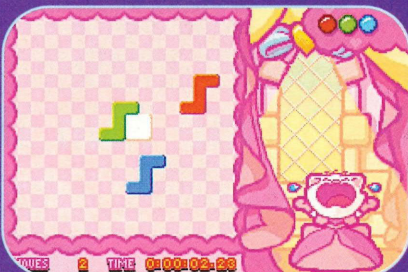
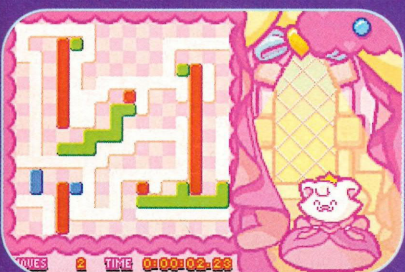






## Denizens of Denki!

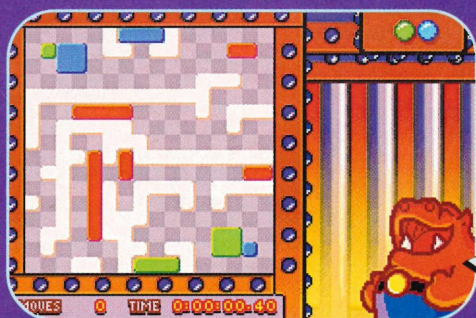
Each of your opponents in Denki Blocks! has 25 puzzles. Complete 15 of them to beat the stage and open the next challenger. Here we see some of the Princess's puzzles...



move. The game program's pretty unsophisticated, but the effort that's gone into the design is awesome. That's the genius of Denki Blocks!  
**Ian Osborne**



brainpower here – when you've worked out what to do, actually doing it's a cinch. This is no bad thing. It's great to see a single-minded puzzler that makes absolutely no attempt to be all things to all gamers. There are loads of modes on offer, with five single-player games and three multiplayer outings. These can be played against your friends or against computer-controlled bots. There's 200 puzzles in Tournament Mode alone, and in Workout Mode you can even design your own. Of course, the heart of the game isn't its size and modes. It's in the care and attention that's gone into the level design. The twists and turns, the false trails, the tricky traps to trip the unwary, the way most stages can be solved in a number of ways, but also rendered insoluble by a single careless



The lights in the top-right corner show only the green and blue blocks need connecting here.

## COMPETITION

# WIN



**Denki Blocks  
For the Game  
Boy Advance!**

You've read the review, so you know Denki Blocks! is a superb sizzler of a puzzler. Thanks to the guys at Rage, three lucky readers can carry home a copy of the Advance version without having to pay for it. How? Just by answering this simple question:

**Q: What happens if you bring together two similarly-coloured blocks in Denki Blocks!?**

**A: They explode.  
B: They disappear.  
C: They stick together.**

When you think you know, ring our Denki Blocks! GBA hotline on

**09064 70 17 22**

and leave your name and address along with the answer. What could be simpler?

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 12th September 2001. The editor's decision is final and no correspondence will be entered into.

**XTREME  
RATING**

### Uppers

- + Single-minded brainbuster.
- + LOTS of levels.
- + Great presentation.

### Downers

- Up to three bad points.
- That irritating exclamation mark in the title

### Summary

This is a puzzler's puzzler – pure headscratching heaven, and perfectly suited to a handheld. Mine's already on order...

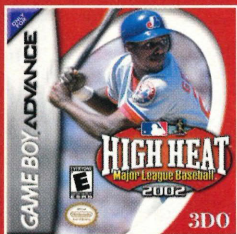


**92%**





It sounds simple, but it's important. When you step up to the plate for a bat – keep your eye on the ball! There. We've said it. Now make sure you do it.



DAMAGE: .....£29.99  
ON SALE: .....OUT NOW  
WHO: .....3DO  
TYPE: .....SPORTS SIM  
NO OF PLAYERS: .....ONE  
SAVE SYSTEM: .....BATTERY BACK-UP

# High Heat Major League Baseball 2002

**Sweaty Americans hitting balls whilst dressed in their night attire? We send Simon to check it out...**

It's okay. We think baseball is little more than glorified rounders played by men in pyjamas too. But that's fine; we like rounders. And as luck would have it, we like *High Heat Baseball 2002* as well. And what strikes you first about it? The visuals. It's becoming less and less of a surprise when a GBA game completely usurps the production values of GBC titles, but it's a novelty of which we hope we never tire. And yes, you can argue this is hardly a showcase visual title for the

format. Yet when your crisp batter steps up to the plate and you see the level of animation involved, you can't help but pat yourself on the back for forking out for a GBA in the first place. The game itself plays so well too. Allowing you to pick between a Season, One-Off Game, the Play-Offs and a Home-Run Derby (see boxout), *High Heat* is surprisingly easy to pick up and play. The batting is a case of aiming your shot with the thumb pad

and timing your swing with the B button, and believe us when we say practice makes perfect. When pitching, you select the type of pitch you want (fastball, slider etc), where

you want to aim it and then let it go. Fielding can be handled automatically, but you still need to direct your fielders as to which base to throw the ball to. If you're quick enough, it's possible to get more than one player out at a time, otherwise you end up with loaded bases to contend with. Which isn't good news.

## Curve Balls

Whilst *High Heat* is commendably simple to get to grips with, it's still a fair challenge, and anyone reckoning they can pick this up and be hammering home runs left, right and centre is in for a shock. But in this case this is for good reason – this isn't a

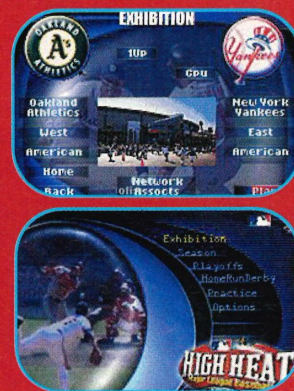
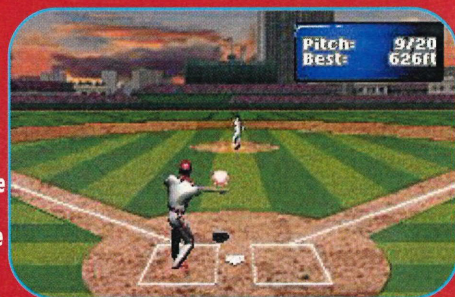
game you will master in an hour or two, and through the various options available, it does have long-term appeal.

In short, then, despite the fact that few people play the sport in the UK (at least not under the name baseball), *High Heat* is yet another example of the power of the GBA. That it's a damn good game to boot is, naturally, all the better. Do consider checking it out.

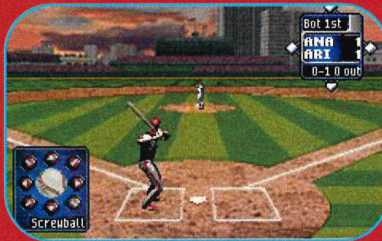
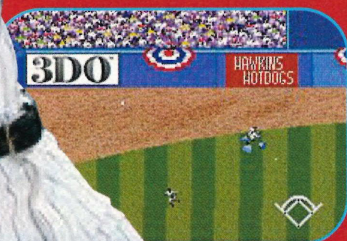
**Simon Brew**

## The Home Run Derby

For a true test of your batting prowess, you need to mosey on up to the plate and have a go at the Home Run Derby. Here, you face 20 pitches, and your score is directly related to the number of home runs you hit, and crucially, how far you hit them. Thus, whilst it's risky to hit the ball to the far ends of the ground, if you do clear the fence, you get yourself a higher score than if you go for the closer option. Oh, and send your scores into the GBX offices – see if you can impress us...



Looks like you're all out...



**XTREME RATING**

### Uppers

- + Easy to pick up.
- + Very enjoyable to play.

### Downers

- Can sometimes drag on.
- No multiplayer.

### Summary

Who'd have thought it? One of the best sports games on the GBA to date, and well worth your cash. Crikey!



**87%**



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Game Boy® Color

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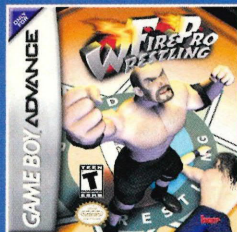
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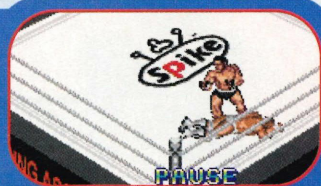


Don't bash the buttons! Fire Pro requires some patience to understand, and hammering the buttons like mad is NOT going to help you. Quite the opposite, in fact...

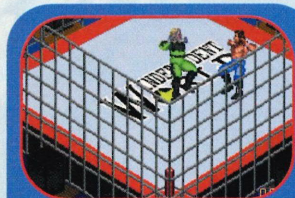


DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....BAM ENTERTAINMENT  
TYPE: .....WRESTLING GAME  
NO OF PLAYERS: .....1-4  
SAVE SYSTEM: .....BATTERY BACK-UP

# FIRE PRO WRESTLING



**Sweaty bodies. Grown men grappling each other. Silly outfits. Sounds just like Simon's cup of tea...**



buttons to access), and each character comes with his own finishing move for added effect. As you progress through the game, it becomes more and more of a

challenge, and certainly fans of the genre won't be disappointed.

## Bending Bones

And credit the game too for throwing up plenty of options, which are always good for prolonging longevity. So aside from the Exhibition Mode (which just lets you have a quick scrap), you can take part in a Tournament, a League (which can handle up to 64 wrestlers), an Elimination Match



Fighting in Gruesome Mode!

Uh-oh. If that count gets to three, it's all over.



**T**ake this from someone old enough to remember – wrestling games always used to be rubbish. They were the easiest reviews in the world to write, due to their utter lack of quality. But how things change. With the *SmackDown!* series cleaning up on the PSOne, it seems only fitting the GBA too should have a good, solid wrestler to play with. And for the time being, *Fire Pro Wrestling* certainly fits the bill.

There's nothing complicated about its success either. For when you step into the ring, the game's simply good fun to play. You've a good variety of moves (even if some need the awkward shoulder

(where two teams of five wrestlers fight it

out), Survival (which pits you against the computer), Audience Match (where you win over the spectators by adopting a specific fighting style) or you can just smack seven shades out of your mates. It's that kind of friendly game. These options too have sub-options, which include Gruesome, Deathmatch and

plain old Normal Modes. Oh, and there also loads of fighters, including even more to unlock. You ain't going to be done with this in a weekend.

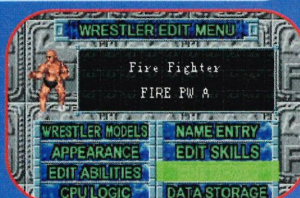
Perhaps where *Fire Pro Wrestling* lets itself down is by failing to offer any particularly startling innovations of its own. It's a bit of a compilation album of wrestling games, drawing influences from lots of different sources, polishing it up a bit, but ultimately not differentiating itself much from the competition (with the exception of the excellent Create a Wrestler option – see boxout). Still, at the time of writing, this is the only wrestling game on the GBA (and we hope the next will improve on the reasonable, if hardly Earth-shattering, graphics), and until more contenders step into the ring, the challenging *Fire Pro Wrestling* is well worth a grapple.

**Simon Brew**

## Make a Wrestler!

One of the best bits about *Fire Pro Wrestling* is the Create-a-Wrestler Mode, which is one of the most comprehensive we've ever seen! Not only can you choose your fighting organisation, but you can customise

your fighter right down to the look of their ankles! So make yourself a fighter and wrestle away!



**XTREME RATING**

### Uppers

- + Loads of options.
- + Great Create-a-Wrestler Mode.
- + Enjoyable to play.

### Downers

- Derivative.
- Graphics aren't great.

### Summary

A very good wrestling game that would do better with a few more ideas of its own.



**82%**

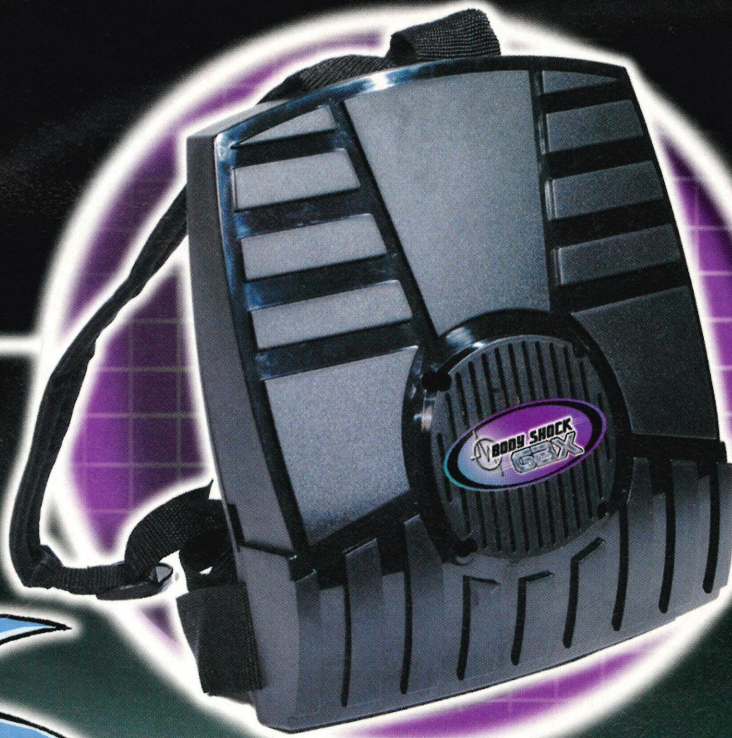


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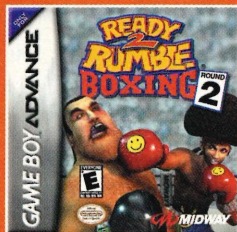
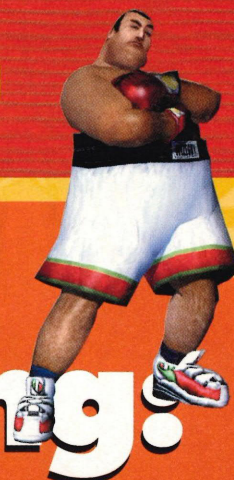
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DAMAGE: ..... £34.95  
 ON SALE: ..... OUT NOW  
 WHO: ..... MIDWAY GAMES  
 TYPE: ..... BEAT-'EM-UP  
 NO OF PLAYERS: ..... 1  
 SAVE SYSTEM: ..... PASSWORD

# Ready 2 Rumble Boxing: Round 2

Is it a contender, or just another pretender? Time to lace up the gloves and get in the ring...

**G**reetings, readers. Tonight the UK's latest boxing hope is in action once more, as *Ready 2 Rumble Boxing: Round 2*, fresh from fights on the Dreamcast and PS2, takes on the Advance. But is it a fight too far? To bring us all the thrills and spills of the big fight, we brought Harry Carpenter and Frank Bruno out of retirement...

Harry: Our boy's certainly put in the groundwork for this one. There's 11 characters, with Shaquille O'Neil and Michael Jackson among the hidden fighters, and Arcade, Championship and Survivor Modes to blast through. Frank: He looks good as well. He moves really well in a cartoony sort of way, know wot I mean, 'arry? Harry: I certainly do, Frank, but I wish the gamer had a

ringside seat – the action's just too far away. The ring should keep still too. This fake 3D effect is a real pain. Frank: It forces the fighters onto the edge of the screen too, know wot I mean, 'arry?

## Flying Fists

Harry: They come together for the first time, and – HE'S DOWN! The Rumbler is on the canvas, floored by the lack of a two-player mode! What a disaster for the cartoon fighter! Frank: It was a stupid thing to do on the Advance, know wot I mean, 'arry? Harry: Yes, definitely, but he's on his feet again – maybe he can claw this one back. He throws a long, slow right, takes a left jab then a right hook, throws another long, slow right, gets hit by a left hook, right jab, left

uppercut AND HE'S DOWN AGAIN!

Frank: Our boy ain't punchin' fast enough. Every blow he throws takes several seconds, know wot I mean, 'arry?

Harry: As punching is the whole point of boxing, a fighter that punches in slow motion is hardly going to take home the belt. You need fast-paced fighting and lethal combos in a modern boxing event. Our boy's up again, but is there any

point in continuing?

Frank: I'd throw in the towel. Know wot I mean, 'arry?

Harry: He takes a right, and another right then a left – it's all over. The referee has stopped the bout in the first round to save the gamer from further punishment. *Ready 2 Rumble Boxing: Round 2* just doesn't have what it takes to take on the Advance, and is the worst boxer imaginable.

Frank: 'Cept me, 'arry. Know wot I mean?

Ian Osborne

## Rumblin'...

Belt your opponent enough and the word RUMBLE is spelt at the foot of the screen. When it's complete, you can activate Rumble Flurry, which gives you glowing fists and more power for a short while. Still too slow, though...



**XTREME RATING**

### Uppers

- + Presentation OK.
- + Some neat training sub-games.

### Downers

- Slow punching.
- Lousy perspective.
- No skill involved.

### Summary

In boxing terms, this one's a real low blow. The graphics are good, but the game's the pits. The worst launch game on the Advance.



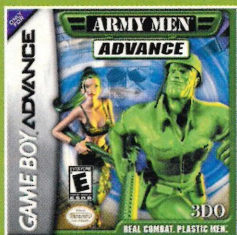
**23%**





Keep an eye out for enemy fire. It's not that difficult to out-run it or dodge out of the way if you see it coming.

REVIEWS



DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....3DO  
TYPE: .....SHOOT-'EM-UP  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# ARMY MEN ADVANCE

John Hagerty's been seeing little green men. He's not been kidnapped by aliens, but playing *Army Men Advance*...



**W**hen I was a nipper, most of my toy soldiers didn't meet their fate by being shot by another toy soldier. Crushed in a vice, dismembered with a hacksaw and of course the dog, were all methods of dispatch used against them. If I could've used the microwave without my mum hearing I would have done that as well! None would have survived to star in *Army Men Advance*...



All's not well in the world of the little green men. Evil Tan dictator Plastro has joined forces with a mean bunch of aliens, and they intend to cause some trouble. Once again, it's up to Sarge to save the day with help from ace reporter, Vikki. You choose to play as Sarge or Vikki, though apart from looks, it makes no difference. Each of the 12 levels sets several objectives which you have to complete to

progress. Usually, these involve finding items, destroying components, picking up card passes and escaping safely. Along the way there's a whole host of things that block your path, such as insects, electrified water and, of course, enemy soldiers.

There are plenty of those...

## ATTENNNN-SHUN!

The graphics are nice enough and the locations are well



Stop loofing around!



Elementary, dear Watson...

used. You find yourself battling in all sorts of places; army bases, prison camps, bathrooms and even garage shelves. The different types of level add a lot of variety to the visuals, but the gameplay itself is where variety is most lacking. *Army Men Advance* isn't too bad a game, but after a while it gets monotonous. It's fun at

first, running round, shooting and exploring, but it lacks originality and you soon find yourself doing the same sort of thing on each level. There are a few breaks from the norm. Driving a tank on one of the levels is fun, but

overall it lacks intensity. It just doesn't feel like you're in a hurry to do anything. It's great to see the little green guys yomping their way over to the Advance, but don't expect anything new or original.

John Hagerty

The patio level bares a striking similarity to videogame classic *Frogger*. You find yourself having to leap across logs to get to the other side of a river.

Very retro!



Hang On, This Looks Familiar...

**XTREME RATING**

## Uppers

- + Plenty of good-looking levels.
- + Easy to play.

## Downers

- Samey.
- Unoriginal.
- No four-player deathmatch.

## Summary

Not a bad game, but lacks imagination. A bit more thought would make it a lot more fun.



**73%**

REVIEWS

GBX

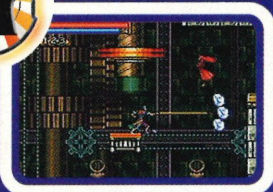
23



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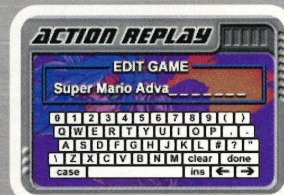
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SAKURA SAVES  
THE WORLD

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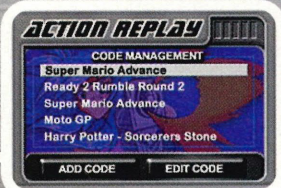
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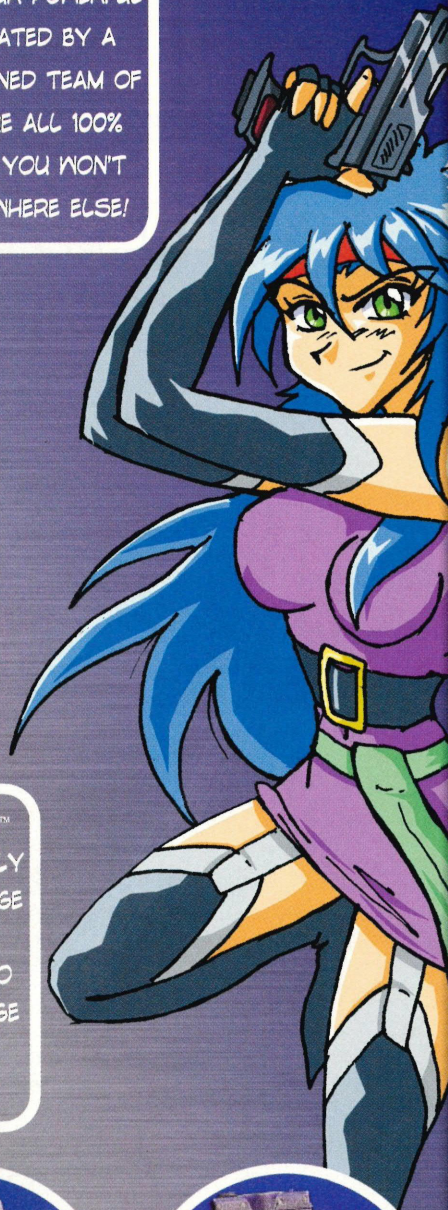


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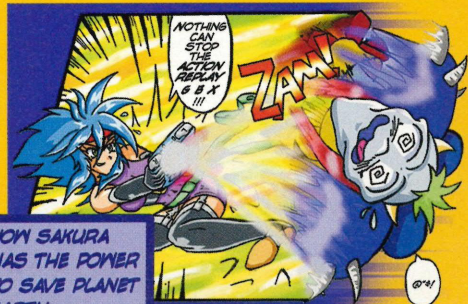
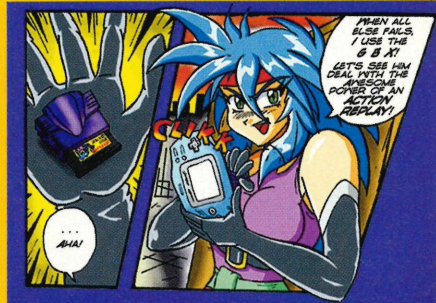
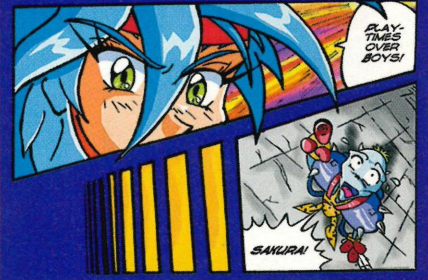
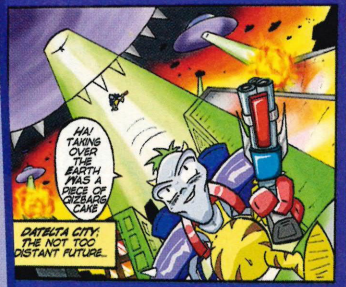


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BUT IT'S STILL A PIECE OF CAKE TO USE!



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CITY, IS  
UNDER  
ATTACK...  
WHO CAN  
SAVE  
PLANET  
EARTH  
NOW?



NOW SAKURA  
HAS THE POWER  
TO SAVE PLANET  
EARTH ..



SIMPLY INSERT YOUR GAME  
CART INTO ACTION REPLAY™ GBX



ACTION REPLAY™ GBX THEN  
FITS INTO YOUR GAME SLOT



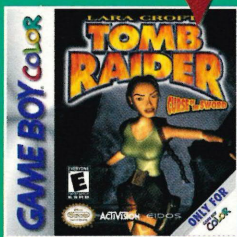
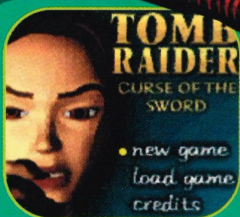
IT WON'T GET IN THE WAY  
OF YOUR GAMING!



# GBX



Always hold down B when you attempt a jump – that way you grab onto the edge if you fall short.

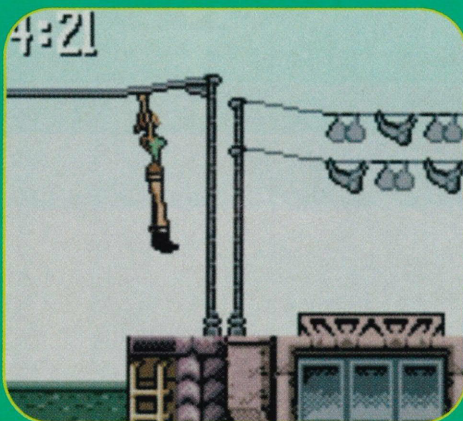


DAMAGE: ..... £24.99  
ON SALE: ..... AUGUST 2001  
WHO: ..... ACTIVISION  
TYPE: ..... PLATFORM ADVENTURE  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP

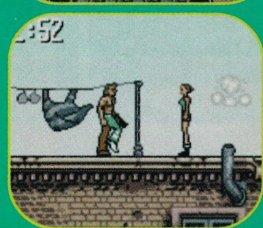
# TOMB RAIDER: Curse of the Sword

Lara bounces back as only Lara can (ooer), but is this a revelation or just a rehash? Oli slips into some Lycra and takes a look...

## Crouching Lara, Hidden Dragon



One of the best bits near the start of the game is the rooftop chase section, which is a race against time as you vault from roof to roof to catch the bad guys. You have to be daring 'cause every second counts, so let fly and hope that ladder's in reach!



**T**omb Raider is a phenomenon that's touched every part of the gaming world, on every format, featuring climbing, jumping and shooting lots of defenceless little furry creatures. The original *Tomb Raider* on the GBC was no exception,

combining all those things with great graphics and nifty gameplay to make a stunner of a platform game. Well, you always knew there

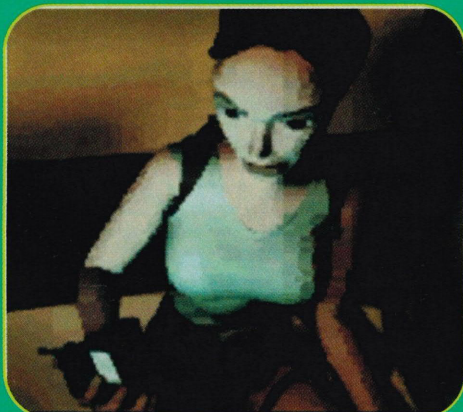
was going to be a sequel. You just can't keep that girl down, can you? This time it's all something to do with an ancient sword with voodoo powers, but rest assured it's just another excuse to have Lara go on a wild acrobatic adventure, in a very similar vein to the first game. And so the gameplay's very much the same, with a control system that seems bizarre at first and a play style that takes a while to get used to if you haven't played the original. The main character seems to have been made twice as big as necessary, just so you can see her womanly assets, and to start with you're bouncing off walls all over

the place. Sticking with it, though, brings plenty of rewards.

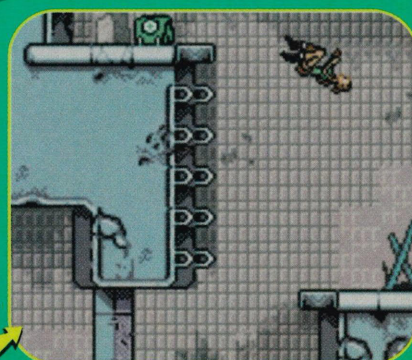
### Big Assets

This isn't just a run-and-jump platformer, it's an acrobatics-fest in the style of that old classic *Prince of Persia*, and

once you master the system it all becomes incredibly fluid. It's just so satisfying to get yourself to the next platform with a stylish combination of running jumps and somersaults, and

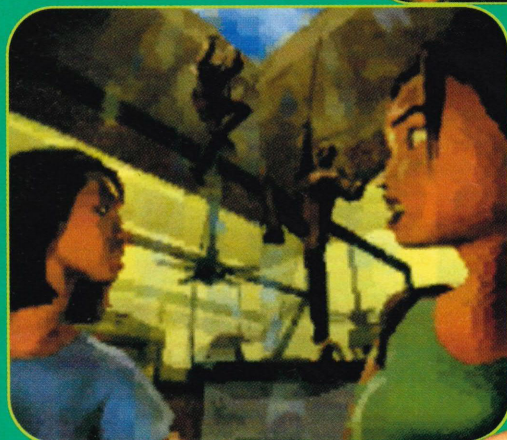
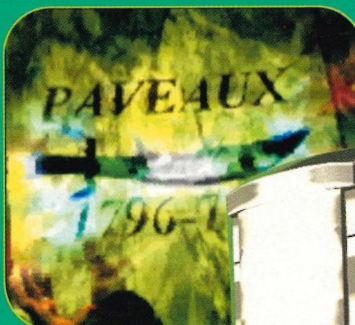


Lara wondered if it was a good idea to jump backwards off a ladder...





## Gasp! Shock! Horror!



this is largely due to the amazing quality of the graphics. Lara's sprite is big for good reason – she just comes alive in the game. She's perfectly drawn and amazingly animated, even down to the tiniest details (and, err, the not-so-tiny details). Whether she's climbing a ladder or hanging for dear life off a ledge, she always looks realistic. It's even been improved from the original *Tomb Raider*, so it's not stop-start like it used to be, with Lara going to warp speed whenever

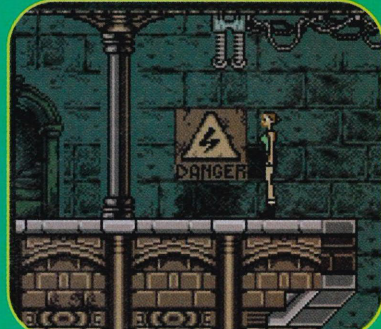
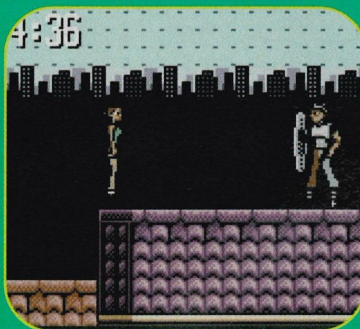
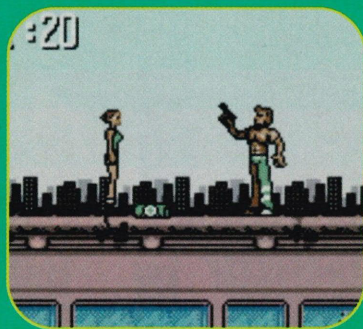
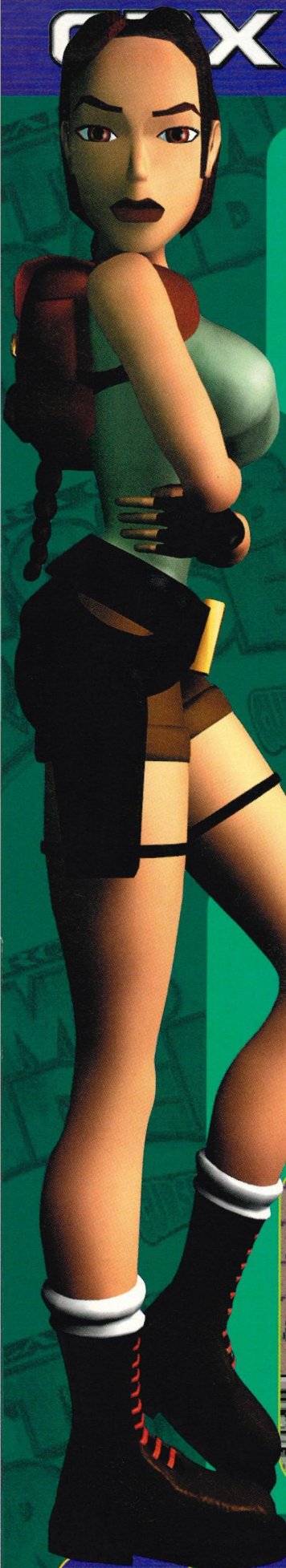
she ran. Add to this the colourful but cleanly-drawn backdrops, and you can see why the game's a joy to play. Most of this goes for

The sword of the title starts off in a museum in New York, but it's stolen for its ancient voodoo powers. When Lara is cut by the sword, she is cursed. Unless something is done, she'll die! Gripping stuff, eh?



Lara always found a bit of yoga helped when the adventure stressed her out.





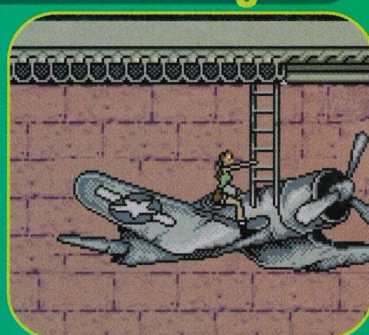
the original game too, but *Curse of the Sword* does add to the formula. There's a whole range of new, non-tomb locations to explore, showing that Lara's good for more than just Pharaoh-robbing. They include rooftops, swamps and industrial zones that move away from the simplistic platform/door layout and add a bit more variety. There are also a few wicked little gameplay twists that I won't spoil, and somehow the game seems a bit pacier than the first one, which is a good thing as *Tomb Raider GBC* did verge on being a bit sluggish at times.

## Lovely Lady

It has to be said, though, that *Curse of the Sword* is still no arcade blaster. If you're looking for something to get the adrenaline going, you'd be better off elsewhere, and if you were expecting Lara to send your pulse racing, look at the screenshots; she's half an inch tall! The emphasis here is on exploration and adventure, and it does those very well, but the game won't test your thumbs that much and while there are occasional bursts of excitement, it's usually fairly leisurely.

## Bombs Away!

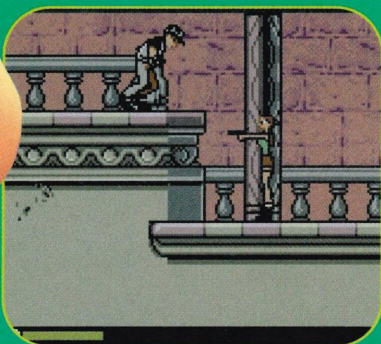
The game's full of nice, if bizarre, little touches. Here we see Lara clearing away a platform by climbing up to a convenient old warplane hanging above and releasing an enormous bomb carelessly left sitting inside it. She's a resourceful little lass, eh?



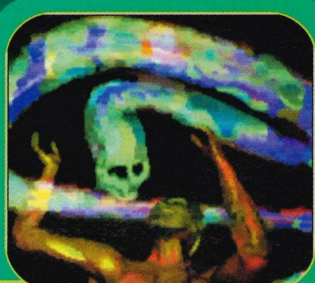
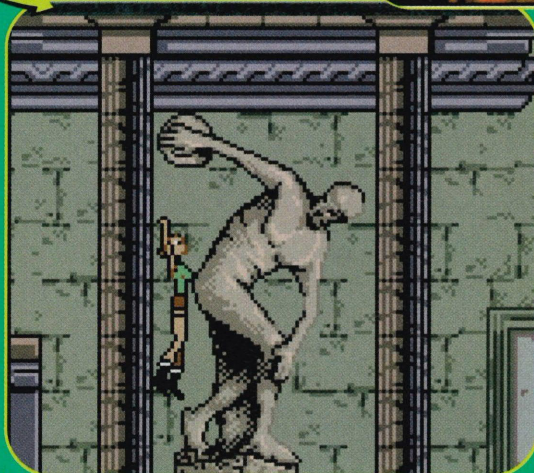
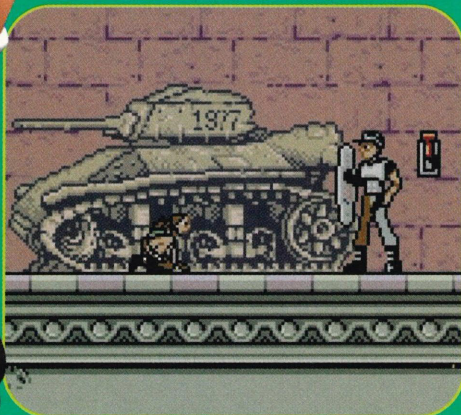
This, however, is no bad thing. If it's a gentle platformer you're after, you need look no further. It's not wildly different from the original *Tomb Raider* on GBC, but *Curse of the Sword* is an improvement and is more varied and interesting. Both games are simply wonderful to play. In fact, it's only if you've got the original *Tomb Raider* you should

think twice before buying, and even then, a few more sessions with Lara can't be that bad, can it?

**Oliver Lan**



Do you mind?



**XTREME RATING**

### Uppers

- + Great animation.
- + Lots of nice touches.
- + Fluid gameplay.

### Downers

- Fiddly at first.
- Not original.

### Summary

It's not exactly original, but who cares when it plays as well as this? A very slick platform adventure.



**90%**





Listen to your navigator and prepare for the next bend by getting on the outside of the curve. Negotiating corners correctly is the key to fast times.

## REVIEWS



DAMAGE: ..... £24.99  
ON SALE: ..... AUGUST 2001  
WHO: ..... THQ  
TYPE: ..... DRIVING GAME  
NO OF PLAYERS: ..... 1-2  
SAVE SYSTEM: ..... BATTERY BACK-UP

# COLIN MCRAE RALLY



The highly-respected Colin

McRae Rally finally gets an outing on the Game Boy. Jamie finds out whether it drives gamers wild or just round the bend...

## Rally Rage

Colin McRae Rally offers six suspension-punishing rallies for you to grind your axle on. First up is the confounded, tree-infested New Zealand, closely followed by Greece, Monte Carlo, Australia, Corsica and good old blighty. Conditions range from warm summer mornings to stormy night-time rallies. Just look at the pair of headlamps on that. Blimey.

**D**riving games is a genre that it's difficult to do something new with. It's just driving around tracks, right? *Colin McRae Rally* doesn't really offer anything new in this sense, but it does a spiffing job of being a proper rally simulation.

Your first ten minutes with *CMR* will go something like this: 'Blimey this looks good! Look at all those garage options. Oooh what car shall I use. Better stick with the default jobby for now. Here we go then. Oh. Um. Who put that tree there? Blimey this thing steers like a cow! What are those funny signs for? Crikey where did that corner come from! Egads, there's another one of them pesky trees! Outta my way confounded shrubbery! Oh dear, last place'. It's not easy to get to grips with it, folks.

### Skid Row

The game offers three main modes of play: Time Trial, a Single Rally

where you can practice on all unlocked courses, and Championship, the main game mode. This is a rally sim, so there are no other cars on the course with you. It's just you and your trusty map-reading navigator against the clock. Each rally has four stages and you need enough points at the end to secure a top-six position and proceed to the next rally. Persuade a friend to get a copy and you can pit your customised Ford RS 2000 against him, ram him off the track and then do a victory touch-down shuffle in his face! Sweet! *Colin McRae Rally* is wicked fun to play. With practice you can really throw your car round the courses. Okay, it's a bit frustrating at times

when you mess up and get stuck behind something, but what driving game isn't? Its only real flaw is it looks a bit ugly. But we're not here for the graphics, right? We're pedal-pounding speed-freak adrenaline junkies, and we want to tear up tarmac! Lead me to the starting post, Mumsy, I'm a turbo-charged road-swallower and I want my din-dins I think you'd better go lie down Jamie: EdI.

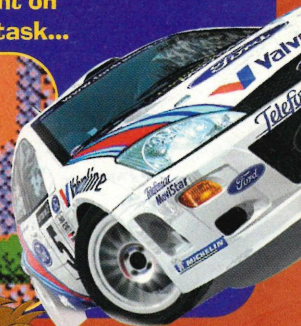
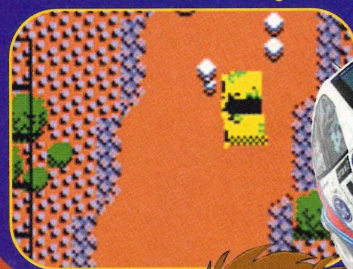
**Jamie Wilks**



CONGRATULATIONS  
YOU'VE SET THE  
RECORD TIME FOR  
GREECE  
STAGE 1:  
JOE  
05:31.40



Keeping the car straight on mud tracks is no easy task...



**XTREME  
RATING**

### Uppers

- + Super-skidy rally sim fun.
- + Twenty-five courses.
- + Wickedly-fun link mode.

### Downers

- Tough to master.
- Ugly in places.

### Summary

A real fuel-injected title. Plenty of courses and a high skill level mean you'll be enjoying this one for yonks. Embrace the pace and grab a copy quick!

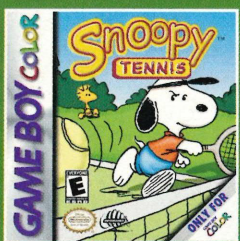


**82%**



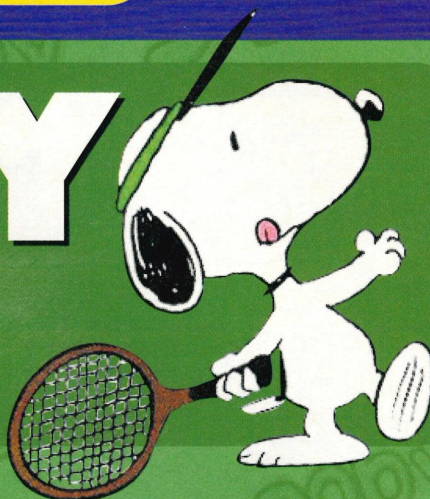


Don't swing your racquet too early. Once it's swung you won't get another chance, so make sure you're paying attention...



DAMAGE: .....£24.99  
ON SALE: .....OCTOBER 2001  
WHO: .....INFOGRADES  
TYPE: .....SPORTS SIM  
NO OF PLAYERS: .....1-2  
SAVE SYSTEM: .....PASSWORD

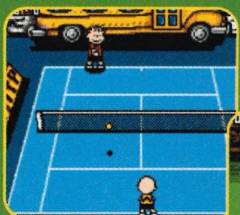
# SNOOPY TENNIS



In the tennis stakes, Mario finally has another high-profile contender. So can Snoopy court success, or is it game set and match to the plumber?



The location you play in determines the surface of the court - the beach picture here is quite soft, for instance.

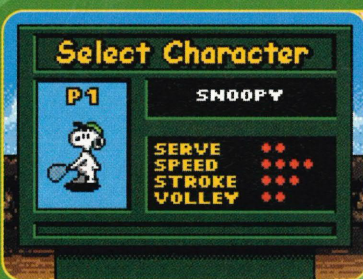


The controls are simple - one button volleys, the other lobs. Here Franklin tries to lob ol' Snoopy...

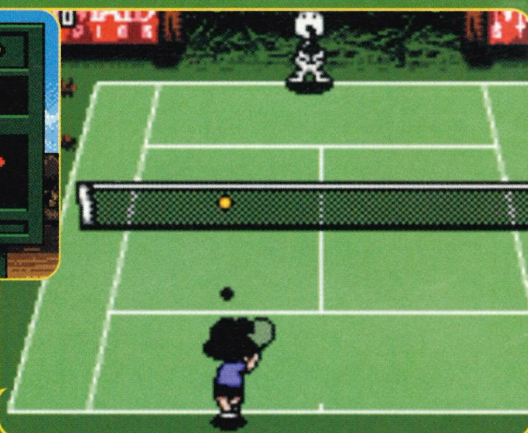


suppose we should be grateful. Most times, when a big software house invests in a licence for a Game Boy title, we end up with another tired racing or platforming game. Not here. Infogrames has used the Snoopy and Peanuts licence in a tennis game, and also made a half-decent stab at it.

It kicks off with the usual array of options - pick your character, pick your playing arena and choose whether to go for a knockaround or a full tournament. Then it's off to the court for the game itself. And it's precisely at this point that the



differences between this and *Mario Tennis* become obvious. *Mario* served up (ho ho) a fun, fair and challenging game of tennis that anyone could pick up and play. *Snoopy Tennis*, unfortunately, is less forgiving, requiring more precision and more patience with the tough computer opponents to progress. Surprisingly, they've made it a little too tricky for the younger player, even on the easiest of the three difficulty levels.



Each character has different strengths and weakness - Lucy here has a great serve, but is slow at getting round the court.

## Love All?

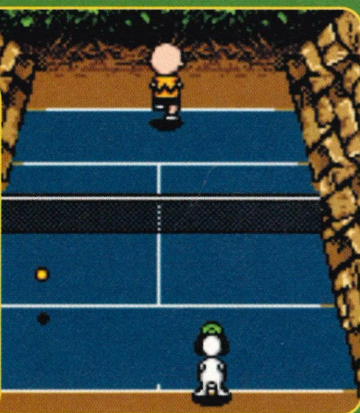
And yet, without the shadow of *Mario* cast over it, *Snoopy Tennis* is a reasonable game in its own right. Sure, it's an uphill battle, but it's not without its merits and it's

possible to have some quite enjoyable rallies. The variety of locations is a nice touch too, and if you've an hour or two spare, you'll probably get something out of it. What it really lacks is the kind of snappy gameplay that blessed both *Mario Tennis* and the excellent arcade game *Virtua Tennis*. Sets frequently drag on (a one-set game is the shortest *Snoopy Tennis* allows), which loses the game some of the pick-up-and-have-a-quick-go appeal that could've earned it a higher score. As it stands, poor old Snoopy is reasonable enough, but the work of a fat Italian plumber has left him redundant. Perhaps he might get more joy if he took up a different sport?

Simon Brew

## Other Modes

To keep things interesting, *Snoopy Tennis* has one or two other modes of play hidden up its sleeve. The Power Mode, for instance, leaves various power-ups dotted around the court for you to get, whereas the Squash Mode puts walls either side of the court which you can bounce the ball off for extra effect, with Points Race and Sudden Win rounding things off.



XTREME  
RATING

### Uppers

- + Reasonable fun.
- + Crisp graphics.

### Downers

- It's not Mario Tennis.
- Too tough.

### Summary

Not bad, but the presence of a far superior game on the same subject leaves *Snoopy Tennis* resigned to a life as bargain bin fodder.



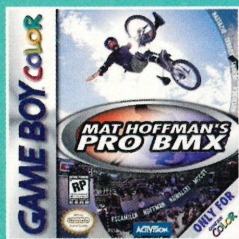
58%





Perform multiple tricks in a row to multiply up your score. Look out for tricks that go well together to make even better combos.

## REVIEWS



DAMAGE: .....£24.99  
ON SALE: .....OUT NOW  
WHO: .....ACTIVISION  
TYPE: .....SPORTS SIM  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# MAT HOFFMAN'S PRO BMX

**Looks like it's on-er-bike time for Oli, but can this game wheelie be any good?**

**H**onestly, some sports I just don't get. A nice game of footie or tennis I can appreciate, but the idea of riding a bike at full speed up a ramp, launching yourself into the air then spinning around while doing the hokey-cokey sounds like it should end in a mangled mess and a big red stain on the floor. It's a good thing such things are left only to the experts (and Tad from Neighbours, of course). Most of us have to get our crazy BMX thrills from games like this.

Don't worry, though, 'cause there's a fair bit of action crammed into this little cart, including all the game modes and challenges you could want across seven different bike parks. Training Mode gets you off to a good start, and within a few minutes of practice you're doing wheelies and no-handers like the best of them.

### On Yer Bike

Then it's time to pick a pro rider and start on Career Mode, which is the main part

of the game and will be familiar if you've played *Tony Hawk's Pro Skater*. Each stage has loads of challenges, such as 'Get 50000 points' or 'Perform a trick worth 4000 points', and for each one you complete you're given a cover. Just think – do well enough and you might even get Puff Daddy's version of 'Every

Look Mum, no ha-aaaaaagggh!

Some tricks are less glamorous than others.

Breath You Take'. When you have enough covers, you can move on to the next stage of the game. With a Time Trial Mode and a Free Ride option thrown in, there's plenty to keep you busy, and with a huge number of moves available, it's looking like a winner. In fact, the only problem could be too many moves – you

can press almost anything and expect to pull off a trick, so it can feel a bit random. That said, you need to know what you're doing to pass the later challenges, and we can't really complain about too much playability. *Mat Hoffman's* is well worth a look, especially if you haven't got *Tony Hawk's 2*.

**Oliver Lan**

## So He's Quite Good, Then

Matt 'Condor' Hoffman became a bicycle freestyling pro at the age of 16, and is now a ten-time world champion. Most of the vertical tricks in the sport are his invention, and as if that wasn't enough, he also started up Hoffman Bikes to make the equipment too. He's a nutter!



**XTREME RATING**

### Uppers

- + Easy to get into.
- + Very playable.
- + Plenty to do.

### Downers

- Almost too many moves!
- Similar to *Tony Hawk's*.

### Summary

A very playable, well put together little package.

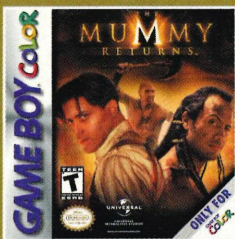


**81%**





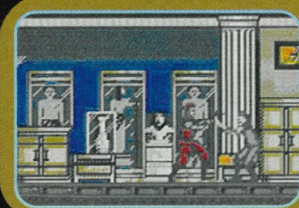
The best tip we can offer for this travesty is don't buy it.



DAMAGE: .....£19.99  
ON SALE: .....OUT NOW  
WHO: VIVENDI UNIVERSAL INTERACTIVE  
TYPE: .....PLATFORM/BEAT-'EM-UP  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# THE MUMMY RETURNS

More Ancient Egyptian Antics, but did we want 'em? Ian unwraps the bandages...



It's the Lara Croft Impersonation Society annual Fun Run...

If Konami's *The Mummy* was a basically-likeable guy with a few bad habits like farting at the dinner table, *The Mummy Returns* is a spotty, smelly kid who sat on his own at

school, spent his dinner money bribing people to be his friend and worked for the Tax Office when he grew up. Level One's a run-along where you jump gaps before a wave catches you. It's near-

impossible to anticipate the obstacles, so you rely on the huge number of restart points and infinite continues instead. Level Two's a beat-'em-up of the rankest kind; hammer 'A' until you win. The next few levels are carbon copies of the first two, then you get to a woeful shooting effort. On all levels, the colour scheme makes it look like the artist ran out of crayons. *The Mummy Returns* should be entombed and not rediscovered for at least a few thousand years.

Ian Osborne

**XTREME RATING**

**Uppers**  
+ Nice box...

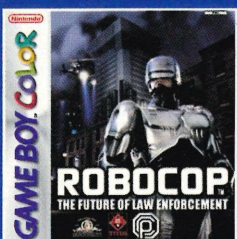
**Downers**  
- Miserable graphics.  
- Abysmal gameplay.  
- No skill involved.

**Summary**

Don't even think about buying this woeful embarrassment. It really is the pits.



**12%**



DAMAGE: .....£19.99  
ON SALE: .....AUGUST 2001  
WHO: .....TITUS INTERACTIVE  
TYPE: .....SHOOT-'EM-UP  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD



Watch your ammo with the big guns. Your standard weapon is fine most of the time, so it's best to save the real firepower for when things get tough.

# ROBOCOP

Prime Directive: Check out the new Robocop game...

Those irresponsible scientists at OCP developed a huge super-brain, only to have it try to take over the world. Once again it's up to Robocop to save the day. You play the big steel guy in this shoot-'em-up adventure affair. You must complete a

series of missions to rid the world of the evil OCP brain thing. The main game is a top-down shooter where you have to splat the bad guys, protect civilians and look for 'evidence' that comes in the form of little pick-up icons. Between missions you can chat to various people back at HQ, gathering information before your next assignment. As the game progresses, so does the plot, which is just about all that kept me playing. Overall it isn't bad - it looks

ok, sounds reasonable and is well put together. It's plain boring to play, though. If you're a Robocop fan you may enjoy it, but it's a poor halfway house between a shooter and an RPG.

Jamie Wilks



'Accidentally' waste to many civvies and it's game over.



Nuffin like a good bit of gang war.



**XTREME RATING**

**Uppers**  
+ It's Robocop! Your move, creep!  
+ Engaging storyline.

**Downers**  
- Pretty boring.  
- Neither shooter nor RPG.  
- No speech!

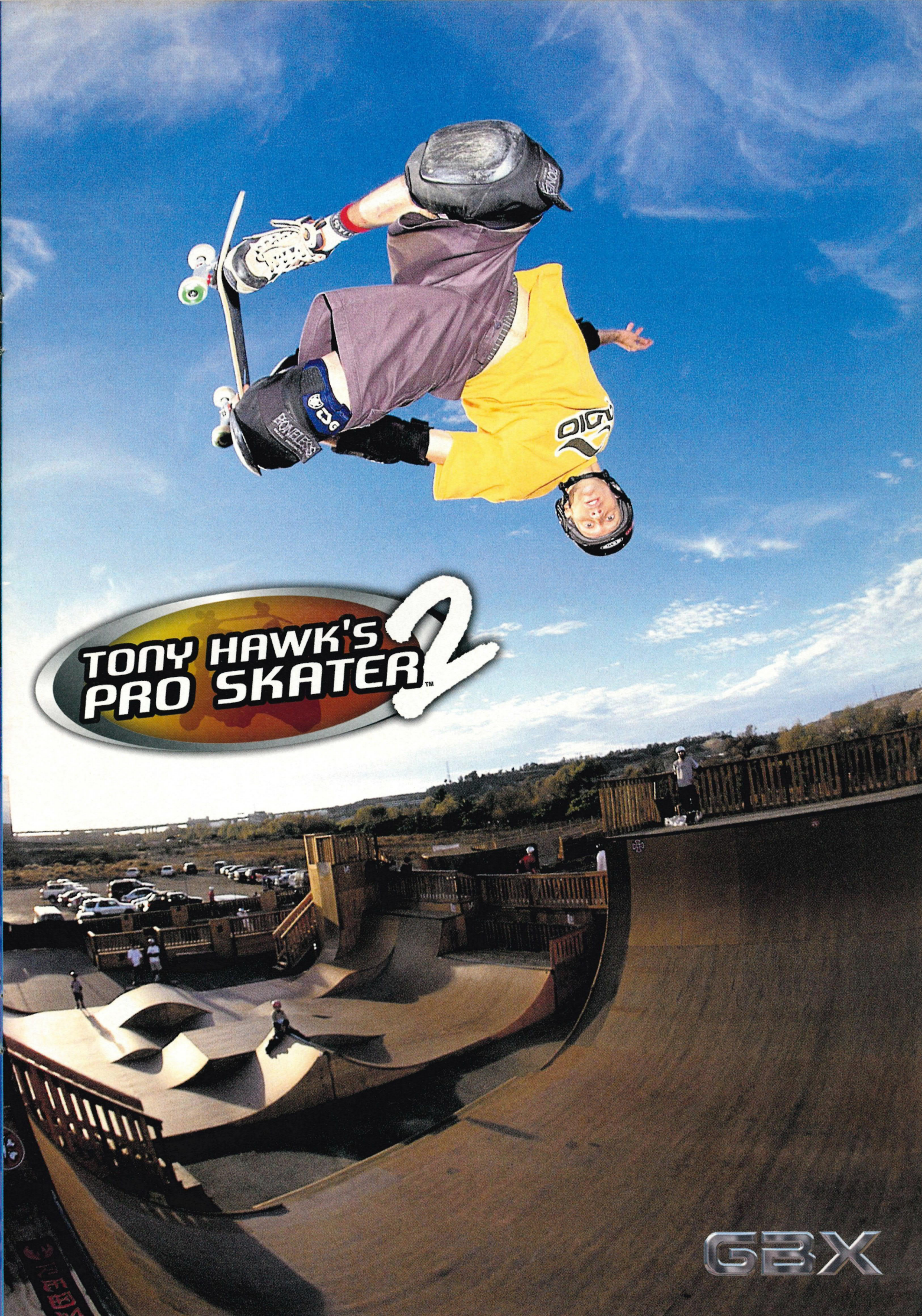
**Summary**

Not a completely awful game, but it didn't flick my switch. If you like shooter-cum-adventures, you might like it more than me.



**62%**





**TONY HAWK'S  
PRO SKATER™ 2**

**GBX**







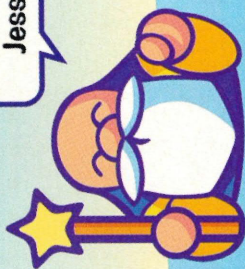


GERX

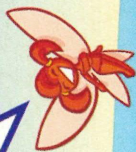


# denki! BLOCKS!

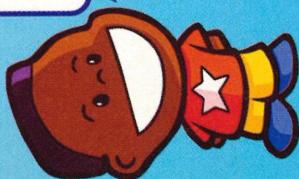
Hello there  
I'm  
Jessop!



I'm Poppy! Have  
you seen Bluebell  
and Buttercup?



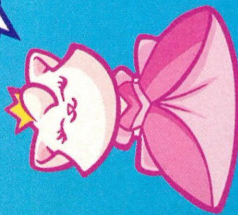
Welcome  
to Puzzle  
Island!



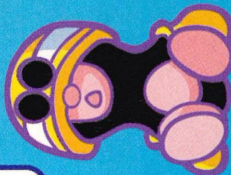
Puzzle  
Islanders are  
puzzle mad!



You may call  
me Princess  
Honey-Cake!



I'm Chip!  
I like  
blocks!



They call  
me  
Grugg!



I'm Mildred!  
Where's  
my frog?



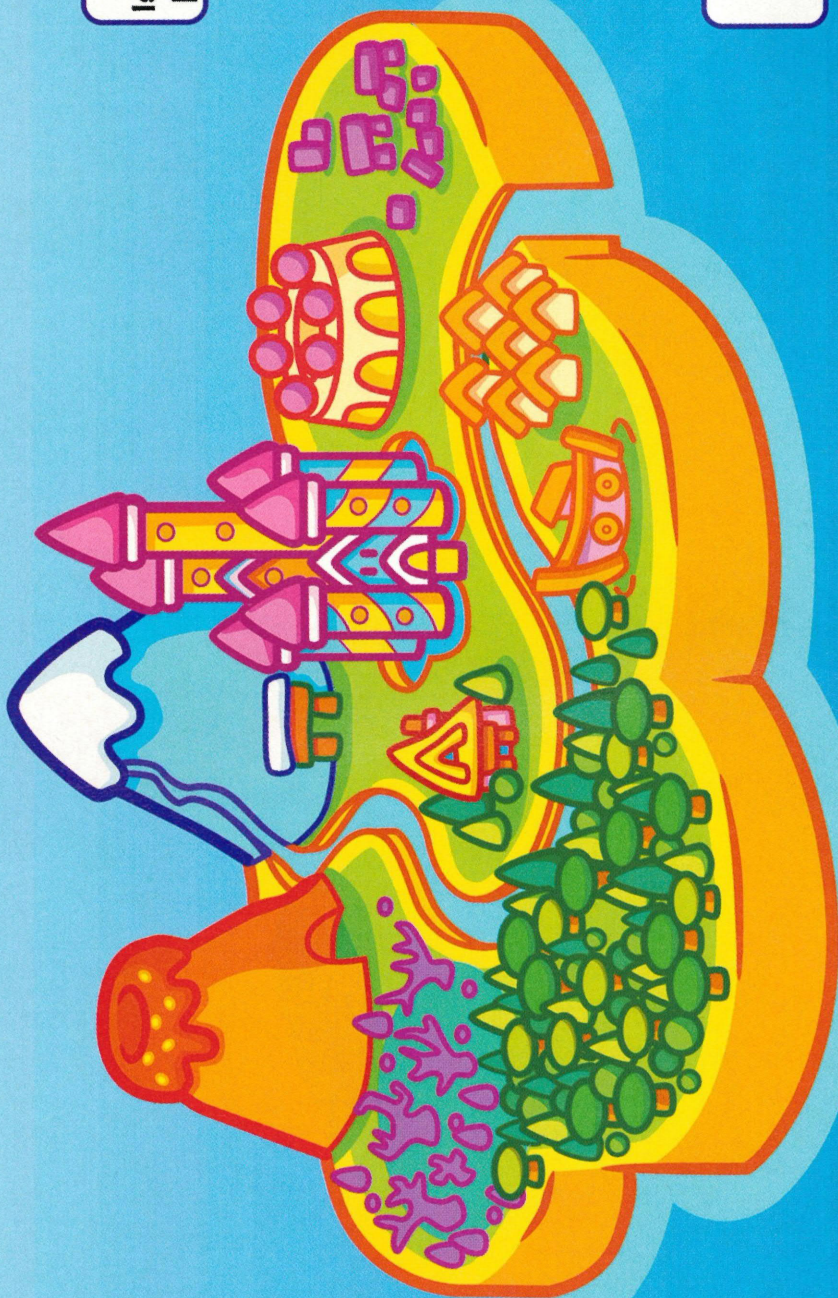
Gramps  
here!  
I think...



Have a  
Denki Star,  
Rough!



Why  
thank you,  
Tumble!



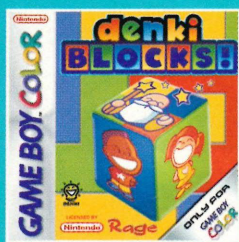
GBX





Before you start, look for limitations on your movement. If you can't get a certain block out of a corner, you know you have to take the others to it...

REVIEWS



DAMAGE: .....£14.99  
ON SALE: .....SEPTEMBER  
WHO: .....RAGE  
TYPE: .....PUZZLE GAME  
NO OF PLAYERS: .....1-4  
SAVE SYSTEM: .....BATTERY BACK-UP

# DENKI BLOCKS!

Is the Color version as ace as the Advance outing? Ian thinks it is - almost...



**R**ead the review of *Denki Blocks!* on the Advance yet? No? Skip over to Page 16 and check it out. Right, now you know the basics, let's cut to the chase - what are the differences between the Color and Advance versions, is the GBC effort any good and should you opt for the cheaper Color game anyway? The Color version of *Denki Blocks!* has four modes instead of the original eight, but all 200 puzzles in the Tournament Mode (the heart of the game) are there. They



play out exactly the same as its big brother too. The Race and Battle Modes are intact, as is the Workout Mode, where you create your own puzzles. In the multiplayer game, gamers take it in

turns using one Game Boy. Not ideal, but once again, it's the solo Tournament Mode that's the heart of the game.

## Vision On

Obviously, the cartoon animated intros are gone, but that's no real problem. Sure they're neat and helped to set the scene, but puzzlers demand little in the way of plot anyway. In fact, given the differing capabilities of the machines, the GBC version is graphically MORE impressive than the Advance game. It's colourful, detailed and squeezes the most out of the host handheld.

So aside from the lack of animated intros and general lack of visual bells and whistles, there's little difference between the Color and the Advance versions.

If you have both machines buy the GBA game for the extra modes, but if you're

Color-only, I heartily recommend the GBC version of *Denki Blocks!*

Ian Osborne



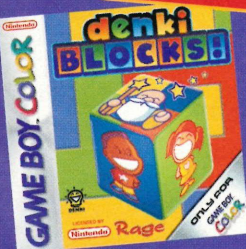
## Three of a Kind

Another way to win bonus points is to make three identical shapes on levels where you need to match three colours.



Matching them is easy here, but can you make the bonus shape?

## COMPETITION



Three GBC copies of *Denki Blocks!* must be won!

Want to win a copy of *Denki Blocks!* on the GBC? Three lucky readers will do just that. To stand a chance of winning, just answer this simple question:

Q: Which programming team dreamed up the fiendish *Denki Blocks!* *Denki Blocks!*?

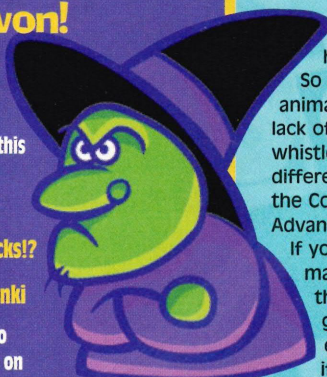
A: Bloggssoft B: Ubi Soft C: Denki

When you think you know (and it ain't hard to work out), ring our *Denki Blocks!* GBC hotline on

**09064 701722**

and leave your name and address along with the answer. Good luck!

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 12th September 2001. The editor's decision is final and no correspondence will be entered into.



**Xtreme RATING**

## Uppers

- + Packed with puzzles.
- + A real thinker.
- + Great graphics.

## Downers

- One or two modes missing.
- Still has that silly exclamation mark.

## Summary

A very good game, and startlingly close to the GBA version. The Advance game's worth the extra dosh if you have a GBA.



**90%**

REVIEWS

GBX

37



~~£17.94~~

# SUBSCRIBE FOR FREE!

Get six issues of GBX Magazine for the price of the postage!

Hey, it's Sakura here, guyz and galz. I've been kinda busy just lately, checkin' out the latest games, putting together the greatest Game Boy mag in the known universe and joining the rebels on the planet Fraaak in their war against the evil overlord Zune. I still found time to bring

ya the greatest offer to hit the Game Boy scene since Mrs Perkins from Perkins' Toys put the wrong price on a batch of GBCs and sold 'em for £2.50 each. Crazy! Thanks to me, the guyz who publish GBX Magazine have gone even crazier. They're givin' you a six-month subscription for next to nothin'...

It was my idea. "Let's get some mags out there", I said to da boss. "We can give everyone who asks a free subscription over the phone if they ring our £1.50-per-minute hotline. The call covers the postage so we don't lose anythin', and everyone will see what a great mag GBX is and never miss an ish again. So whadaya say?" He kinda liked my idea. At least I think he did - he nodded furiously and stammered out a 'yes' anyways. So, taking my gun barrel from under his chin, I said "thanks" and set up the best subscription offer this side of the Alpha Quadrant.

So how do ya take advantage of this sizzlin' offer? Read on, dudes...



GBX

SUBS





# SEND NO MONEY: JUST PICK UP THE PHONE!

One call does it all - just pick up the phone and tell us your name and your address. We'll deliver GBX to your door every month for the next six months. We don't need a credit card number, and we don't want you to send a single penny!

# 09065 775 775

Lines are open twenty-four hours a day, seven days a week.  
Calls cost £1.50 per minute at all times, and last approximately three minutes.  
Sorry, this incredible offer is only available to residents of mainland UK.

Calls cost £1.50 per minute at all times. Offer only available to UK mainland residents. Lines open 24 hours a day, 7 days a week. All callers who complete the call to the advertised phone number and leave their full details clearly will receive a 6-month subscription to GBX Magazine. First issue will be despatched within 30 days, with one issue a month following thereafter. Proof of calling is not proof of entry. Entries deemed inaudible, incomplete or inaccurate will be treated as invalid. Offer available while stocks last. The cost of your phone call covers our postage, packaging and administration costs - you don't pay for the magazine. Promoter: Thin Ice Media Ltd, Stafford Road, Stone, Staffs ST15 0DG. Thin Ice Media Ltd reserves the right to amend or revoke this offer at any time, without notice.

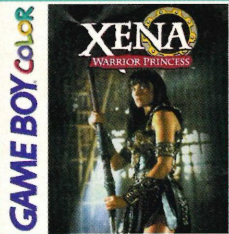
SUBS

GBX





Don't forget to hack apart bits of the scenery – you often find hidden items this way.



# XENA



The warrior princess and her battle frisbee come to the GBC, but can she win over our Oli?

DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... TITUS SOFTWARE  
TYPE: ..... PLATFORM/BEAT-'EM-UP  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP

Cute little bunnies were Xena's worst enemy.



"I have the power!!!"

**T**ake a busty, leather-clad heroine, a dash of Greek mythology and just the tiniest hint of girl-on-girl action,

and you might think you'd have a recipe for an awesome TV series. Then again, you might just have *Xena: Warrior Princess*. The show's still going strong and attracting a cult following across the world, but this won't happen with the game of the series. Yes, you've got a variety of different levels, with top-down and side-on action and a few different weapons, but the simple problem is it's all just dull, dull, dull. The starting level,

where you go head to head with hordes of vicious bouncing bunny rabbits, sets the scene for an almighty snooze-fest. Even when the levels involve bouncing mine-carts or ancient monsters, it's too annoying to be fun or interesting. The dodgy visuals and irritating sudden-death bits sound its final death-knell. Even if you want Xena's babies, you definitely don't want this game.

**Oliver Lan**

**XTREME RATING**

## Uppers

- + Gets a bit better later on.
- + Varied.

## Downers

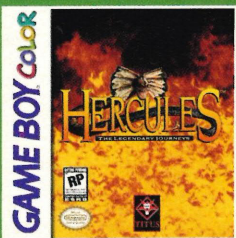
- Annoying to play.
- Snooze-tastic.
- Ugly graphics.

## Summary

Plenty of good ideas, but it's just awful to play.



**38%**



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... TITUS INTERACTIVE  
TYPE: ..... ACTION ADVENTURE  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP



If you've got both *Hercules* and *Xena* you can transfer your character between the two games. But then, you'd have to buy them both, so is it worth it?

# HERCULES

## THE LEGENDARY JOURNEYS

Oli does battle Ancient Greek style, but is this a legend or just plain war?

"Does my bum look big in this?"

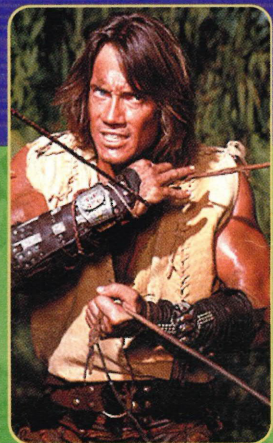


I haven't seen that many episodes of *Hercules* the TV series, and that may be the reason for my confusion here, but I don't

remember our hero looking quite like he does in this game. Which is like the woman who presents *You've Been Framed* dressed in a ludicrous blonde Barbra Streisand-style wig. Then again, I don't remember the series involving this much trudging around with nothing to do, or Hercules slipping randomly into a swamp and dying, so maybe the show hasn't got much to do with it.

Yes, this is by the same people who made *Xena*, and while this is the better game, with a bit more depth and interest, that's not saying very much. Like *Xena*, the game features top-down and sideways-platform bits, and like *Xena*, neither are all that great. If you have to get one of them, get this one, but I'm sure you can do better.

**Oliver Lan**



Hercules wondered why no-one ever took him seriously.

**XTREME RATING**

## Uppers

- + More depth than Xena.

## Downers

- Monotonous.
- Irritating at times.
- Bizarre graphics.

## Summary

An interesting mix of gameplay styles, but tedious maximus when it comes down to it.



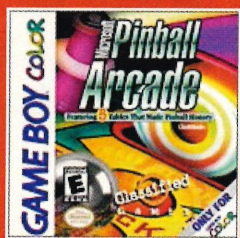
**48%**





Don't continually bash your flippers. Pinball is about timing, so make sure you're thinking about where the ball's going rather than adopting a hit-and-hope strategy.

## REVIEWS



DAMAGE: .....£24.99  
ON SALE: .....OUT NOW  
WHO: .....CRYO  
TYPE: .....PINBALL SIM  
NO OF PLAYERS: .....1-4  
SAVE SYSTEM: .....NONE

# MICROSOFT PINBALL ARCADE



Cor, this looks like a bargain. Five tables for the price of one? Must be a catch, right? Simon finds out...



The Haunted House table has hidden areas for you to try and access.



Microsoft isn't a name you'd usually associate with the Game Boy, with the giant empire seemingly more interested in making boring PC software and over-hyped games consoles. Nonetheless, credit where

credit's due - Cryo's conversion of Microsoft's Pinball Arcade is actually well worth a go. Taking almost a history lesson approach, the game offers five tables from different eras. Unsurprisingly, 1931's Baffle

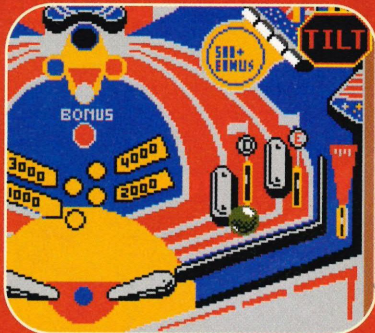
Ball is fairly basic, involving firing a ball and getting points depending on where it settles. Suffice to say, you won't be spending much time here. Moving to 1950, there's Knock Out. By this time the standard flippers had been introduced, although again, the table itself still isn't too interesting to play. Great novelty value, but little long-term gameplay.

actually quite good fun to play, with far more targets and bonuses to aim for. Finally, we move to 1982 and the Haunted House table, which despite being nearly 20 years old itself, feels far more up to date, with hidden areas to access, lots of flippers and as a result, a greater feel of control. And that's your lot. To be fair, Pinball Arcade probably sounded like a better game

at the idea stage than it has become, and if Microsoft was to update this with half a dozen more modern tables, they might earn themselves more business. As it stands, Pinball Arcade is fun, no question, but leans far too much towards novelty value than true outstanding gameplay. Simon Brew

## Get Tilting!

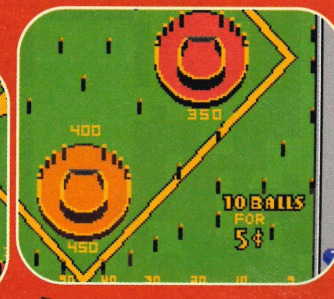
As with all pinball games, you can gain yourself a slightly unfair advantage by tilting the table! Don't worry, though, there's no tilting of your Game Boy required; you simply hit the Tilt button and see if you can edge the ball just where you need it to go. Be warned, though - too much cheating and the game catches on and your balls will drop faster than [Snip! - Ed].



## Tommy Time

So onto 1963, then, and Slick Chick. There's a little bit more on the table this time, and as a result, it plays better too, although not as well as the 1976 table called, er, Spirit of '76. It's a bit of a flag-waving American-style table. If you can forgive garish images of astronauts and the Stars and Stripes, it's

You fire the ball. It lands. And that's all there is to Baffle Ball.



**XTREME  
RATING**

### Uppers

- + Five tables.
- + Some of them quite good too!
- + Novelty value.

### Downers

- Only a couple are any good.

### Summary

For novelty value, this step back into pinball history has currency. But only a couple of tables hold any kind of long-term appeal.



# 68%



# THE KIT BAG

More great gadgets and absurd oddities from around the world...



## Sea Monkeys Space Shuttle Expedition

Hailing from the States, *Space Monkeys* are in fact brine shrimps. The eggs supplied with the Shuttle-shaped tank hatch and grow when added to salt water; when out of suspended animation, they can live for months.

*Sea Monkeys Space Shuttle Expedition* comes supplied with all the food and potions you need to grow your monkeys, and costs £14.99 from [www.firebox.com](http://www.firebox.com) and all good toy shops.



**FIREBOX.COM**

## COMPETITION

### Dexter's Laboratory: Ego Trip

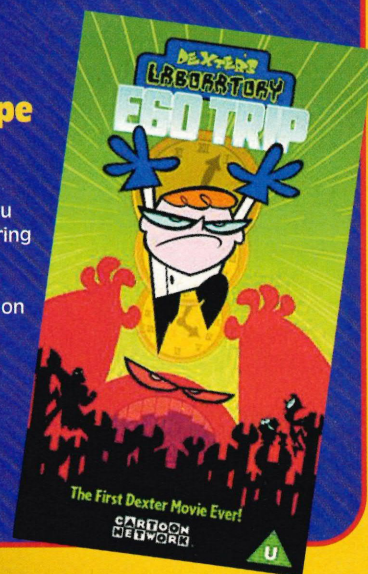
Fresh from his first appearance on the GBC (see last issue's review of *Dexter's Laboratory: Robot Rampage*), the boy genius now has his own cartoon movie too. *Dexter's Laboratory: Ego Trip* sees the ginger ninja travelling through time to retrieve his Neuroatomic Proto-Core (don't ask). Can he win it back in time to prevent his arch-rival Mandark from taking over the Earth?

*Dexter's Laboratory: Ego Trip* is out now and costs £9.99, but we have five of them to give away. To stand a chance of winning, just answer this simple question:

**Q: What colour is Dexter's hair?**

- A: Black**
- B: Heliotrope**
- C: Ginger**

When you think you know the answer, ring our Competition Hotline number offered elsewhere on these pages.





## Shelby COMPETITION

From the people that brought you Furby, Shelby is a cheeky clamshell creature with attitude. He's a rappin', talkin', movin', singin' sensation with a real gift of the gab. Speaking a mix of three languages, English, Furbish and Shelbush, the more you play with it, the more it learns. It's a real cyberpal! Shelby is on the shelves as we speak, and costs £24.99, but we have five to give away. If you want to win, just answer this simple question:



**Q: Which of these languages does Shelby NOT speak?**

- A: English**  
**B: Furbish**  
**C: Esperanto**

When you think you know the answer, ring our Competition Hotline number offered elsewhere on these pages.

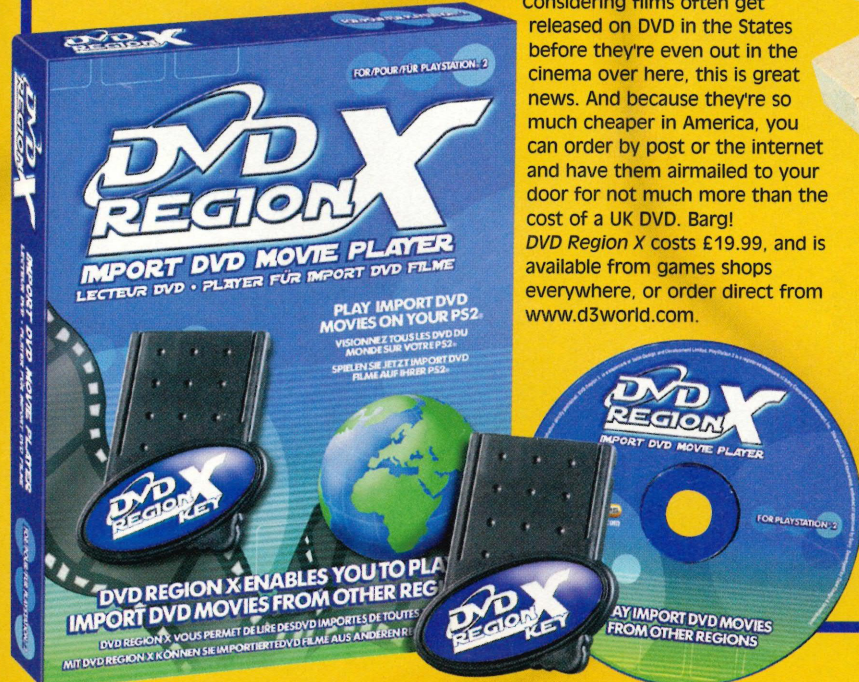


## DVD Region X

Gamers everywhere flocked to buy a PlayStation2, yet almost a year after its release, there are still hardly any really outstanding games for it. Oh well – at least you can use it as a DVD player too.

With Datel's DVD Region X, you can bypass the machine's in-built region protection and play DVD movies from all over the world, not just UK ones.

Considering films often get released on DVD in the States before they're even out in the cinema over here, this is great news. And because they're so much cheaper in America, you can order by post or the internet and have them airmailed to your door for not much more than the cost of a UK DVD. Barg! DVD Region X costs £19.99, and is available from games shops everywhere, or order direct from [www.d3world.com](http://www.d3world.com).



## Jenga

What a brilliant game! Jenga is simple but fun, and can be enjoyed by people of all ages. Build the tower in storeys of three wooden blocks, then make it bigger by taking a piece from the tower and putting it on the top. Repeat until someone topples the tower and loses – his forfeit is up to you!

Jenga costs £9.99, and is available from [www.firebox.com](http://www.firebox.com) and all good toy stores.

**FIREBOX.COM**



## COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer.

**Shelby Competition 09064 774484**

**Dexter's Laboratory: 09064 701721**  
**Ego Trip Competition**

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 12th September 2001. The editor's decision is final and no correspondence will be entered into.



# Another blockbuster from Datel, and more cracking Action Replay codes...

## SmartCom

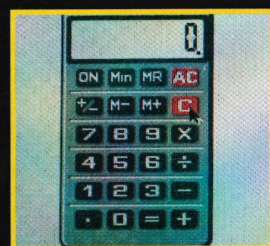
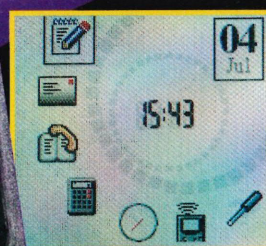
Ever wanted one of those cute electronic personal assistants that lets you store your phone numbers, addresses, notes and other such nick-nacks? Well now you can have one – on your Game Boy!

The Datel *SmartCom* is a fully-functional PDA (Personal Digital Assistant, trivia freaks) that works on the Game Boy, Game Boy Color and Game Boy Advance. Everything you need is here. With the notepad, you can type messages and print them out on the *Game Boy Printer* (sold separately). You can store addresses, telephone numbers and e-mail addresses in the Address Book section, and even use your Game Boy to dial phone numbers for you by placing the speaker next to the mouthpiece and using the auto-dial function. There's a fully-featured calculator built in, and also a clock with a great alarm and world time functions. The *SmartCom* has a battery back-up, so you don't lose your time settings when you switch off. Having trouble remembering birthdays and anniversaries? Use the calendar to mark important dates...

### Get Smart...

A couple of the *SmartCom*'s features only work on the Game Boy Color, as the Advance has no infra-red port. On a GBC you can use it as a remote control device for your TV or video, and also exchange messages with other *SmartCom* users, both functions working via infra-red. It must be noted that many of the *SmartCom*'s features

are also covered by the Datel *World Port* – if you already have a *World Port*, there's not much point buying a *SmartCom*. However, if you haven't, it's a cool piece of kit. It usually costs £24.99, but that dammed dame Sakura has bullied Datel into knocking a tenner off the price again! She'll bankrupt 'em if they're not careful...



# A PIECE OF

## SmartCom, Smarter Price...

Hiya guyz and galz. It's your lovable lazer lady Sakura here, with another kewl offer for ya. Jeepers – those guyz at Datel are generous. I only had'ta walk into their offices with a loaded bazooka and a brace of thermo grenades and they offered me another great special offer! All ya have'ta do to take advantage of this sizzlin' offer is call D3 World's order hotline on 08456 010 015 with ya credit card handy, and ask for a *SmartCom*. Say, 'Sakura sayz gimmie £10 off' and it's yours for £14.99 instead of £24.99. Kewl! The offer ends on 31st October, so get in there quick. If you'd prefer a *World Port*, ya can still get £10 off courtesy of lil' ol' me – that offer's still on until 30th September.





# Instant Replay!

More sizzling Action Replay codes...

## WARIO LAND 3



**Rapid Jump & Charge**  
010093C0

**Total Coins Modifier**  
(use any number for '??')  
01??05CA

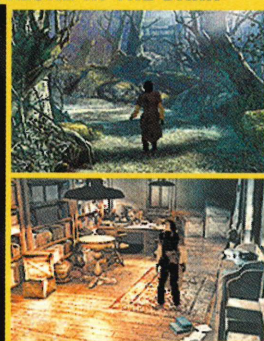
**Musical Coin Modifier**  
(use any number for '??')  
01??5CCA

**Key Modifier**  
01??5BCA

**Replace '??' in Key Modifier Code with:**

01 - Grey Key  
02 - Red Key  
03 - Grey & Red Key  
04 - Green Key  
05 - Grey & Green Key  
06 - Red & Green Key  
07 - Grey Red & Green Key  
08 - Blue Key  
09 - Grey & Blue Key  
0A - Red & Blue Key  
0B - Grey, Red & Blue Key  
0C - Green & Blue Key  
0D - Grey, Green & Blue Key  
0E - Red, Green & Blue Key  
0F - All Keys

## ALONE IN THE DARK



**Infinite Health**  
914A14DA

**Infinite Pistol Ammo**  
91BDDCC

## COMMANDER KEEN GBC



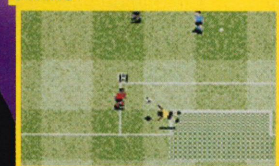
**Infinite Lives**  
910A34C9

**Infinite Continues**  
910A3DC9

**Infinite Keys**  
91FF95C9

**Infinite Crystals**  
91FF3BC9  
91FF3AC9

## THE FA PREMIER LEAGUE STARS



**Home Team Scores 15**  
910F7FD3

**Home Team Scores 0**  
91007FD3

**Away Team Scores 15**  
910F82D3

**Away Team Scores 0**  
910082D3

# THE ACTION

## POKÉMON SILVER & GOLD



**Max Items**  
**Starts From Slot 1 To 12**

0163b9d5  
0163bbd5  
0163bdd5  
0163bfd5  
0163c1d5  
0163c3d5  
0163c5d5  
0163c7d5  
0163c9d5  
0163cbd5  
0163cdd5  
0163cfd5

**Max Experience**  
**(Pokémon In Slot 1)**  
016332da  
016333da  
016334da

**Enable Scrolling For Items**

**This code MUST BE ON for the Item Modifier codes. Enter the code so you will be able to scroll down to all of the items, makes sure you use 12 items.**  
010cb7d5

**Max Level**  
**Pokémon in 1st slot**  
01ff49da

**Max HP**  
**(Pokémon In 1st Slot)**  
01ff4cda  
01ff4dda

**Max Defense, Speed, And Attacks**  
**(Pokemon In 1st Slot)**  
01ff50da  
01ff51da

01ff52da  
01ff53da  
01ff55da  
01ff56da  
01ff57da  
01ff58da  
01ff59da

**Item Modifier:**  
**Replace xx With An Item Code**

01xxb8d5  
01xxbad5  
01xxbcd5  
01xxbed5  
01xxc0d5  
01xxc2d5  
01xxc4d5  
01xxc8d5  
01xxcad5  
01xxccd5  
01xxced5  
01xxd0d5

01 Master Balls  
02 Ultra Ball  
03 Bright Powder  
04 Great Ball  
05 Poke Ball  
06 Tera Suma  
07 Bicycle  
08 Moon Stone  
09 Antidote  
0a Burn Heal  
0b Ice Heal  
0c Awakening  
0d Parlyz Heal  
0e Full Restore  
0f Max Potion  
10 Hyper Potion  
11 Super Potion  
12 Potion  
13 Escape Rope  
14 Repel  
15 Max Elixer  
16 Fire Stone  
17 Thunder Stone

18 Water Stone  
1a HP Up  
1b Protein  
1c Iron  
1d Carbos  
1e Lucky Punch  
1f Calcium  
20 Rare Candy  
21 X Accuracy  
22 Leaf Stone  
23 Metal Powder  
24 Nugget  
25 Poke Doll  
26 Full Heal  
27 Revive  
28 Max Revive  
29 Gaurd Spec  
2a Super Repel  
2b Max Repel  
2c Dire Hit  
2e Fresh Water  
2f Soda Pop  
30 Lemonade  
31 X Attack  
33 X Defend  
34 X Speed  
35 X Special  
36 Coin Case  
37 Item Finder  
39 Exp Share  
3a Old Rod  
3b Good Rod  
3c Silver Leaf  
3d Super Rod  
3e PP Up  
3f Ether  
40 Max Ether  
41 Elixer  
42 Red Scale  
43 Secret Potion  
44 SS Ticket  
45 Mystery Egg  
47 Silver Wing  
48 Moo Moo Milk  
49 Quick Claw  
4a Psnureberry

4b Gold Leaf  
4c Soft Sand  
4d Sharp Beak  
4e Przcureberry  
4f Burnt Berry  
50 Ice Berry  
51 Poison Barb  
52 Kings Rock  
53 Bitter Berry  
54 Mint Berry  
55 Red Apricorn  
56 Tiny Mushroom  
57 Big Mushroom  
58 Silver Powder  
59 Big Apricorn  
5b Amulet Coin  
5c Yellow Apricorn  
5d Green Apricorn  
5e Cleanse Tag  
5f Mystic Water  
60 Twisted Spoon  
61 White Apricorn  
62 Black Belt  
63 Black Apricorn  
65 Pink Apricorn  
66 Black Glasses  
67 Slowpoketail  
68 Pink Bow  
69 Stick  
6a Smoke Ball  
6b Never Melt Ice  
6c Magnet  
6d Miracle Berry  
6e Pearl  
6f Big Pearl  
70 Everstone  
71 Spell Tag  
72 Rage Candy Bar  
75 Miracle Seed  
76 Thick Club  
77 Focus Band  
79 Energy Power  
7a Energy Root  
7b Heal Powder  
7c Revival Herb  
7d Hardstone

7e Lucky Egg  
7f Card Key  
80 Machine Part  
82 Lost Item  
83 Stardust  
84 Star Piece  
85 Basement Key  
86 Pass  
8a Charcoal  
8b Berry Juice  
8c Scope Lens  
8f Metal Coat  
90 Dragon Fang  
96 Mystery Berry  
97 Dragon Scale  
98 Berserk Gene  
9c Sacred Ash  
9d Heavy Ball  
9e Flower Mail  
9f Leve Ball  
a0 Cure Ball  
a1 Fast Ball  
a3 Light Ball  
a4 Friend Ball  
a5 Moon Ball  
a6 Love Ball  
a7 Normal Box  
a8 Gorgeous Box  
aa Poladotobox  
ac Up-Grade  
ad Berry  
ae Gold Berry  
af Squirt Bottle  
b1 Park Ball  
b2 Rainbow Wing  
b4 Brick Piece  
b5 Surf Mail  
b6 Lite Blue Mail  
b7 Portrait Mail  
b8 Lovely Mail  
b9 Eon Mail  
ba Morph Mail  
bb Bluesky Mail  
bc Music Mail  
bd Mirage Mail

The following codes work for both games.

**No Random Battles**  
01000bd2

**Infinite HP**  
**(In battle only)**  
01ff2ed0



# RETURN FIRE

Sakura takes time away from her guns and Game Boys to answer your luscious letters...

## Sensational Sonic!

Hey Sakura, What a wonderful magazine you've put together between your secret missions! I think it's great that Sega has decided to make games for Nintendo's consoles. This certainly proves there's hope for peace in the gaming galaxy! I remember a time when Nintendo and Sega were battling it out for gaming supremacy. Mario with his plunger and Sonic with his cool blue spikes. Now Sonic will actually be appearing on our Game Boy Advances! Platformers are my favourite type of games, and now Sonic is appearing on the Game Boy Advance, I'll be able to put my Mario cartridge next to the Sonic cartridge without feeling guilty for buying a Sega game. Maybe we'll see

more from Sega on the Game Boy Advance! This is certainly the greatest piece of news in gaming history, and I'm ready to welcome Sonic the Hedgehog to the Game Boy Advance!

**Nathan Edgeworth, Cardiff**

**Sakura Says:** They'd still be battlin' it out for supremacy if Sega's last two machinez hadn't flopped! With the Saturn and the Dreamcast both bombing like my fast-firin' mortar, Sega went back to what it does best - gamez, not consolez. It's certainly great newz that Sega's producin' Advance gamez. Look out for mousey puzzler *Chu Chu Rocket* too. And guess what else? Jeepers! *Puyo Puyo* and *Advance*



Columns are comin' our way! As *Puyo Puyo* is the Japanese name for *Dr Robotnik's Mean Bean Machine* (remember it on the Mega Drive?), that's great newz indeed!

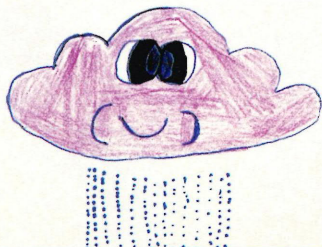


star letter ★ star letter ★ star letter ★ star letter ★ star letter

## Cloud Nine

Dear Sakura, Here's my Pokémon - he's called Cirrus, and he's a happy Pokémon of the sky. What do you think of him? **Stephen Giles, Dublin**

CIRRUS



**Sakura says:** Jeepers! I bet he's a real high-flyer. He must have some kewl water attacks too. Do ya know if he's a pal of the Sacred Birdz? If so, tell him to gimme a shout - I've an important message for Luigia.

## Expensive Tastes...

Dear Sakura, I've just finished reading your first issue of GBX, and thought I'd send a letter of congrats. You've stormed into the world of Game Boy with a cracking first issue. All your reviews were spot-on, and your massive feature on the Game Boy Advance persuaded me to buy one (I got *F-Zero* with it; cheers for the review, Oliver, it definitely deserved 93%). I have one complaint though, guys. Your free



video is a great idea, but when I stuck it in my player there was no sound and the picture quality was awful. This is a shame, because the idea of reviewing games on a video is ace. Hey, why not give away a free demo Game Boy cart instead? Now there's an idea!

**Sam Barker, Lichfield, Staffs**

**Sakura says:** It's a very expensive idea! If we put a Game Boy cart on the mag, each ish would cost more than I spend on ammo in a week (well, maybe in a quiet week).

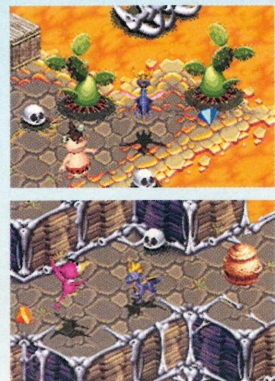
## 3D or Not 3D?

Hey Sakura, Your mag looks great, and the GBA looks wicked! There's just one problem. Where are those mind-blowing 3D games? The PSX had games like *Spyro* and *Bugs Bunny Lost in Time*. Are they coming to the land of Nintendo, or will the GBA get all the off-cut 2D games? I really do hope the GBA sits in the Number One position and PSX sits in its shade.

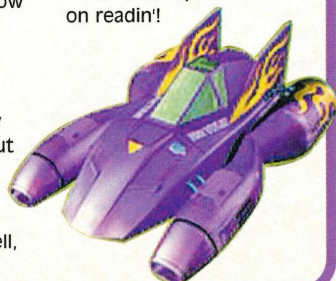
**Mike Evans (ten and a half)**

**Sakura says:** The Game Boy Advance ain't really built for supa-dupa 3D, Mike. It might have a 32-bit processor (same as the PSX), but in termz of graphical power, it's more like a SNES with bionic implantz. There's a few kewl 3D first-person blasterz on the way (*Doom*, *BackTrack*, *Eks Vs Sever*), but the majority of gamez will be 2D. It's no bad thing as long as the gameplay's

kewl, but I agree about us wantin' more than just off-cutz. The SNES and PSX portz have given the GBA a flyin' start, but now's the time to start developin' something original to the Advance. Talkin' of which, have you heard of *Spyro: Seasons of Ice*? It's on its way, semi-3D (don't expect the enviromentz to rotate), and exclusive to the Advance. KEWL!



Kewl thought, though. What ain't so kewl is your smegged-up video - real sorry about that. We sent you a fresh one to replace it, and from this ish on, we give ya a returns service to send your vids to if they're damaged or smeg. See the back of da box for detailz. Glad you like the mag too. Enjoy ya Code Junkies T-shirt and keep on readin'!





## In The Dark

Dear Sakura,  
I've been checking out the reviews on the Game Boy Advance, and they're awesome. I've got to get one. So far, the best two games I've seen are *Rayman Advance* and *Kuru Kuru Kururin*. You should be in your own game – you could beat Johanna Dark any day. What do you think is the best RPG so far for the Advance? I don't know if you've played it, but *Secret of Mana* on the SNES was one of the best games I've seen. They should bring out a sequel.

Kurt East, Worthing, West Sussex

Sakura says: Jeepers! Thanx for the compliments! I like Jo Dark

– she's kewl, and very good at her job. I even worked with her on a case once. Can't tell ya about it as it's confidential, but take it from me – she's a real dangerous dude when she's riled. Good choice about *Rayman Advance* and *Kuru Kuru Kururin* – both great games. No RPGs yet, though. Role-players dominated the Japanese launch line-up, but none have been released over here. Look out for Capcom's *Breath of Fire 1 & 2* nearer Christmas – they're very similar to the *Mana* gamez.



## Wario Woes

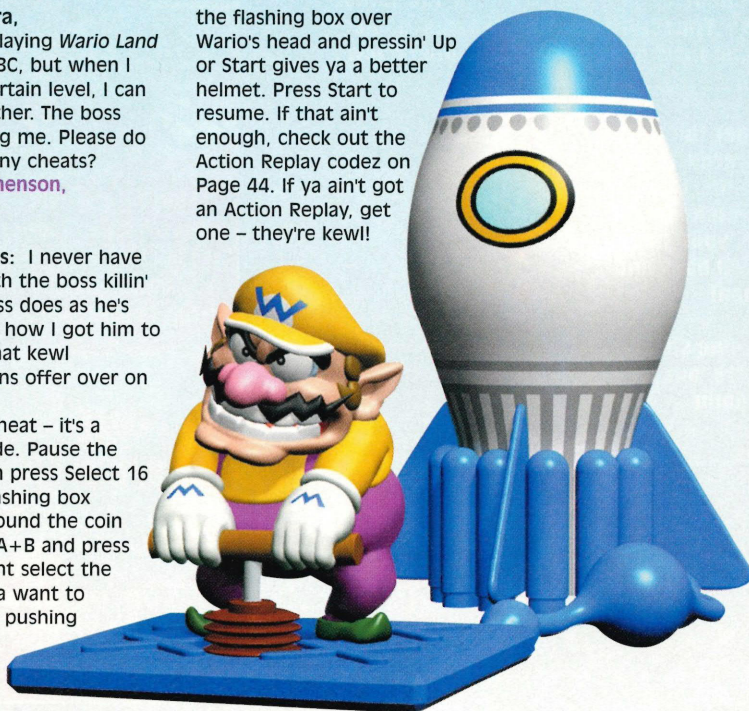
Dear Sakura,  
I've been playing *Wario Land 3* on the GBC, but when I get to a certain level, I can get no further. The boss keeps killing me. Please do you have any cheats?

Chris Stephenson, Aberdeen

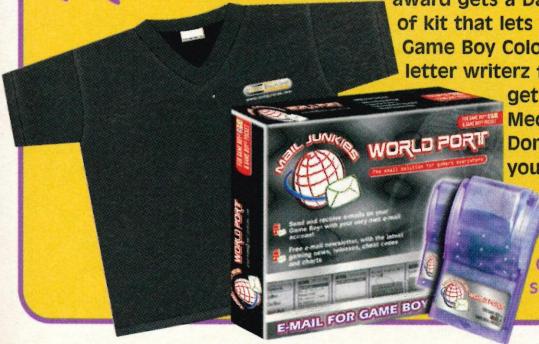
Sakura says: I never have trouble with the boss killin' me. My boss does as he's told. That's how I got him to agree to that kewl subscriptions offer over on Page 38.

Here's ya cheat – it's a debug mode. Pause the game, then press Select 16 times. A flashing box appears around the coin icon. Hold A+B and press Left or Right select the numberz ya want to change, by pushing Up or Down. Putting

the flashing box over Wario's head and pressin' Up or Start gives ya a better helmet. Press Start to resume. If that ain't enough, check out the Action Replay codez on Page 44. If ya ain't got an Action Replay, get one – they're kewl!



Time to get writin', folks! Each ish the winner of our kewl Star Letter award gets a Dattel World Port. It's a top piece of kit that lets you send e-mailz from your Game Boy Color, Pocket or Advance. The other letter writerz featured on my hallowed pages get a Code Junkies T-shirt (state Medium or Extra-Large). Don't delay – write today. Send your merry missives, ace artwork and ravin' rants to Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail me at sakura@gbxtreme.co.uk



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## Issue One!

Our sizzling first issue featured ten amazing Advance reviews, including *Castlevania: Circle of the Moon*, *GT Advance*, *F-Zero: Maximum Velocity*, *Mario Advance* and *Kuru Kuru Kururin*.

On the Color, Pokémon Gold & Silver, Pokémon Puzzle Challenge, *Alone in the Dark* and many more get the GBX treatment.

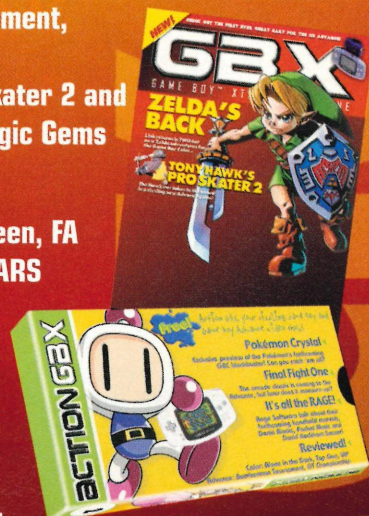


On the video, there's *Rayman Advance*, *Konami Krazy Racers*, *Rainbow Islands* and much, much more.

## Issue Two!

Last month's astounding mag featured: *Bomberman Tournament*, *GT Championship*, *Tony Hawk's Pro Skater 2* and *Tweety and the Magic Gems* on the Advance.

1942, *Comander Keen*, *FA Premier League STARS 2001* and *Prince Naseem Boxing* lead an all-star Game Boy Color cast.



On the video, there's *Bomberman Tournament*, *Pokémon Crystal*, *Final Fight One* and *VIP*, among others.

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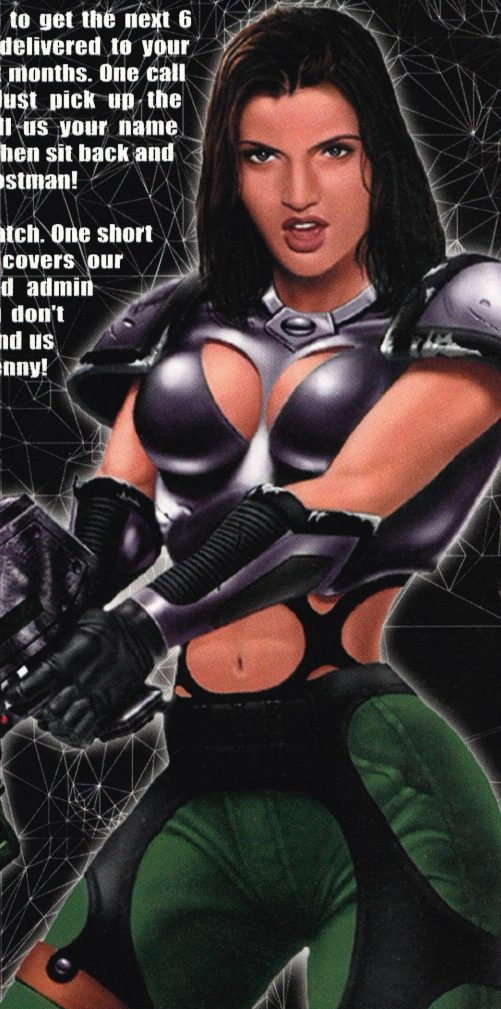
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*PSi-2* is the best magazine around if you're a PlayStation 2 or PlayStation owner. It has 132 pages packed with underground news, get-to-the-point reviews and jaw-dropping previews. Every issue there's also a fantastic coverdisc containing a powerful cheat engine that unlocks the latest PlayStation 2 games, plus extra levels for PS2 games like *TimeSplitters*, full Yabasic games, interviews with top game developers, reviews of the latest must-have gadgets and in-depth reviews of what's hot in Japan.



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AMMOEXTRA  
CHARACTERSINFINITE  
HEALTHEXTRA  
VEHICLESALL  
WEAPONSINFINITE  
LIVES

# ARMY MEN ADVANCE



## All Levels Unlocked

At the password screen, enter: NQRDCTPB. Now roam freely throughout all the levels!



# 1942

## Level Passwords

Enter the following icons in the password screen:

Level 4: Medal, Medal, Your Plane, Enemy Plane  
Level 8: Your Plane, Enemy Plane, Enemy Plane, Medal  
Level 12: Bullet, Enemy Plane, Your Plane, Your Plane  
Level 16: Enemy Plane, Enemy Plane, Bullet, Enemy Plane  
Level 20: Your Plane, Medal, Bullet, Your Plane  
Level 24: Bullet, Your Plane, Medal, Medal  
Level 28: Medal, Enemy Plane, Medal, Enemy Plane



## ACTION REPLAY

Infinite Lives  
01639CC2

Infinite Special  
01639EC2

# GBX

# POWERPUFF GIRLS: BATTLE HIM

## Get Evil Cat Card

Select Enter Secrets and enter POW-ERPUFF.

BIGBILLY or RUFF-BOYS.

## Get the Townsville City Hall Card

Select Enter Secrets and enter PRINCESS.

## Get Townsville Card

Select Enter Secrets and enter TOYSPower or TALKINGDOG.

## Get the Art Museum Card

Select Enter Secrets and enter MALPHS.

## Get the Boogie Man Card

Select Enter Secrets and enter HOT-LINE.

## Get the Boomer Card

Select Enter Secrets and enter ICEBREATH.

## Get the Talking Dog Card

Select Enter Secrets and enter



## Unlock Utonium Chateau Level

Select Enter Secrets and enter GOGETBUTCHI.



# GBX

# Powerpuff Girls: Bad Mojo Jojo

From the main menu, select New Game then enter your name. Now, select Enter Cheat to allow one of the following:

## Unlimited Super Attack

Enter: GIRLPOWER as a password.

## Unlock Buttercup

Enter: CHEMICALX as a password.

## Play as Bubbles

Enter: BOOGIEMAN as a password.

## Play as Mayor

Enter: BROCCOLOID as a password.

## Power Ups

Enter: EBWORLD as a password.

## Roach Coach Trading Card

Enter: ROACHCOACH as a password.

## Sedusa Trading Card

Enter: SEDUSA as a password.

## Suburban Home Trading Card

Enter: TOWNSVILLE as a password.



# GBX

# F-ZERO: MAXIMUM VELOCITY

## PART 2

## Ranking Password

Select Course Ranking from the main menu, select your name and the track. Hold L and press ↑, →, ←, B, ←, B, A. Your tournament entry password now appears at the top of the screen.

## Turbo Start

To get the fastest start possible, hold down your accelerator prior to the start and rev the engine to the point where your fuse-lage begins to light up. Now listen to the engine sound. You want it to be in the mid-range, not the high-pitched sound that occurs when you continue to hold down the accelerator. If you rev too high, you boost but then lose power and slow down.

## Blast Turn

To successfully manoeuvre tight corners without bumping into the barriers, take your finger off the accelerator (A Button), then press it again to stabilise your racer. Combine

this with the L and R drifting to get the best times.

## Perfect Landing

If you go over a jump and just touch down on landing, your craft bounces and you slow down. Avoid this by pressing [DOWN] on the pad just before to landing.

## Perfect Lap Demo

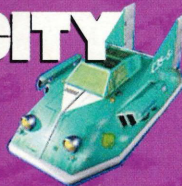
To see a perfect lap, press Select at the title screen.

## Erase All Data

To delete your scores and saved game data, simply hold L and R while switching on your GBA. You're asked whether you would like to delete everything.

## Reset Game

F-Zero has a built-in soft reset. Simply press A, B, Select, Start at the same time.



# GBX

# F-ZERO: MAXIMUM VELOCITY

## PART 1

## Unlock Sly Joker

To unlock the Sly Joker, beat the Pawn, Knight and Bishop series on Standard difficulty.

## Unlock The Stingray

To unlock Stingray, beat Pawn, Knight and Bishop tracks on Expert difficulty. This also unlocks the Queen Series of tracks.

## Unlock Silver Thunder

To unlock the Silver Thunder car, you need to complete the Queen Series.

## Unlock Falcon MK-II

To get the Falcon MK-II, beat the Pawn, Knight, Bishop AND Queen series on Expert difficulty.

## Unlock Fighting Comet

Beat every series on the Master Class difficulty level to unlock the Fighting Comet.

## Unlock Jet Vermilion

Jet Vermilion is insanely fast but incredibly hard to get. Complete each racing series on Master difficulty with each machine (chess icons next to the track selection

screen show which series you have already beaten with the respective racer). You can also unlock Vermilion by completing the championship 255 times.

## Unlock Master Difficulty

Beat a series' Expert difficulty level in the Grand Prix Mode.

## Unlock the Queen Series

The Queen Series is unlocked by beating all Pawn, Knight and Bishop tracks on Expert difficulty.

## Unlock Championship Mode

Championship is a hidden option that lets you race a Time Attack challenge against a ghost car on a Synobazz track. To unlock it, register your name in the rankings of every race in every series.



# GBX



cut along the yellow line cut along the yellow line cut along the yellow line cut along the yellow line cut along the yellow line

# ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

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GAMEBOY ADVANCE

Nintendo



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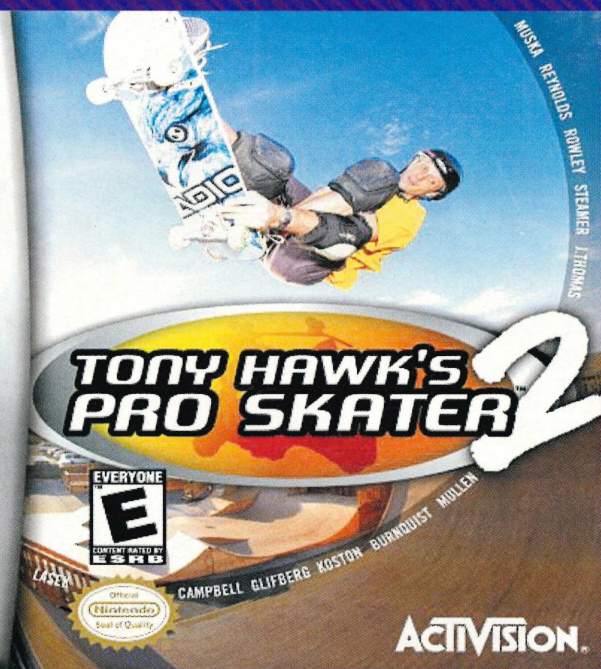
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# THE MUMMY

## Passwords

Stage 3-1 (clover) 1 7 8  
 Stage 3-2 1 4 3 4  
 Stage 4-1 X 5 7 (spade)  
 Stage 5-1 7 7 (upside down triangle) X  
 Stage 6-1 1 (upside down triangle) 5 (upside down triangle)  
 Stage 6-2 (diamond) 9 (red circle) 8  
 Stage 6-3 3 4 5 7  
 Level 7-2 (upside-down triangle) 3 1 3



## ACTION REPLAY

### Never Reload

910628c2

### One Hit Enemy Kills!

940063d0

### First Person View:

#### Stop Timer

91bfd1cf

### Infinite Ammo

9163dace

### First Person View:

#### Infinite Health

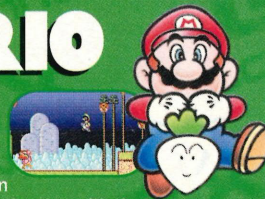
943f21d0

### Infinite Health

943f2dd0

GBX

# SUPER MARIO ADVANCE



## Instant Reset

To trigger the game's built-in soft reset and restart the game without using the power switch, simply hit the following buttons at the same time:  
 Select+Start+A+B.

## Level Warps

**Warp to World Four:** In level 1-3, go to the area just before the brick back-ground. Pick up the plants until you get a bottle. Then go past the brick back-ground until you find a pot and throw the bottle on it. Go through the door and down the pot into World Four.

**Warp to World 5:** To warp to Level Five, first get to level 3-1. When you enter the first door, fall all the way down. You have to be in the middle as you fall. When you stop, you find a platform with a door. Enter the door, then look for the potion in the grass. Pick it up, then throw it on the ground, enter the door in cyberspace, and go into the vase and you will be at Level Five.

## Warp to

**World 6:** In level 4-2, in the area with the whales, find a bottle and throw it on the next pot. Enter the doorway and go down the pot into World Six.

**Warp to World 7:** Work your way to level 5-3. Go up the ladder at the beginning of the level, and then jump up onto the ledge above the ladder. As soon as you get on top of the ledge, grab the first grass on the right. It's a potion. Use the potion and go through the door. Now, while in sub-space, go down through the jar and voila! Now you're in Level Seven!

## Sleep Mode

Press the Select and R buttons at the same time and the game drops into deep sleep. To wake it up again, press Select and L.

GBX

# TONY HAWK'S PRO SKATER 2

## Unlock Spider-Man

At the main menu or while paused, press and hold R, then press ↑, ↑, ↓, ↓, ←, →, ←, →, B, A, Start.

## All Levels Unlocked and Maximum Money

At the main menu or while paused, press and hold R, then press B, A, ←, ↓, B, ←, ↓, B, ↑, ←, ↓.

## Happy Face Blood

At the main menu or while paused, press and hold R, then press Start, A, ↓, B, A, ←, A, ↓. Now happy faces replace the blood.

## Set Time to Zero

At the main menu or while paused, press and hold R, then press ←, ↑, Start, ↑, →.

## Turn Off the Blood!

At the main menu or while paused, press and hold R, then press B, ←, ↑, ↓, ←, Start, Start.

## Unlock

### All Levels

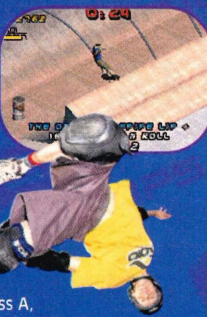
At the main menu or while paused, press and hold R, then press A, Start, A, →, B, →, A, ↑, ←. This opens Perfect Balance, Always Special, Stud Mode, Sim Mode, Moon Physics, and Always Zoom.

## Unlock Cheats

At the main menu or while paused, press and hold R, then press B, A, ↓, A, Start, Start, B, A, →, B, →, A, ↑, ←. This opens Perfect Balance, Always Special, Stud Mode, Sim Mode, Moon Physics, and Always Zoom.

## Unlock Disco Zoom

At the main menu or while paused, press and hold R, then press ←, A, Start, A, →, Start, →, ↑, Start.



GBX

# VIP

## Passcodes

1: 24CHPHL

2: HJ2MBVJ



GBX

# LEGEND OF ZELDA: ORACLE OF AGES



## Hidden shop

Play the game on a Game Boy Advance. Go to Rennu Village (Past), and find the locked door next to the Target Aim mini-game. It can now be opened, allowing access to a shop that sells all items for 100 rupees.

## Labryna secret

Start a new game, then choose the Secrets option. Enter the following code to start

## an Ages linked game:

W → Y ( → G R & W N n - → →  
 w 7 r SQUARE 3 3

## Ring secret

Go to the Red Snake in Vasu Jewelers and select Say, then enter the following code to get all 64 rings:  
 s → Y @ ( D HEART SPADE 5 TRIANGLE N H Q  
 → s 7

# LEGEND OF ZELDA: ORACLE OF AGES



## Hidden shop

Play on a GBA. Go to Rennu Village (Past) and find the door next to the Target Aim mini-game. It's a shop...

## Holodrum secret

Choose the Secrets option. Enter the following code to start a Seasons-linked game:  
 t b (HEART) f b Y → t D CLUB SQUARE CIRCLE  
 N (!) y \$ s ~ 3

## All 64 Rings

Go to the Red Snake in Vasu Jewelers and select Say, then enter the following code:  
 r b HEART SPADE SPADE y CLUB N → 3 4

## DIAMOND = : g

## Memory secrets

Give the following codes to Farore for items such as the Master Sword, Mirror Shield, Biggoron Sword, Bombchus:  
 K Zora → F SQUARE q  
 Library → F CIRCLE s  
 Troy → F Y w  
 Tingle ! / t Q w  
 Symmetry ! / t HEART m  
 Fairy ! / t Spade \$  
 Elder → F TRIANGLE n  
 Tokay ! / t DIAMOND &

## ACTION REPLAY

### Infinite Health

9140ABC6

### Have All Secondary

91FF9C66

### Infinite Rupees

9199ADC6

91FFA0C6

91FFA1C6

91FFA2C6

91FFA3C6

91FFA4C6

91FFA5C6

91FFBFC6

### Max Health

9140AAC6

### Have Master Sword

9103ACC6

### Have Mirror Shield

9103A9C6

### Have Rod of

Seasons and all 4

powers

918FB0C6

### Infinite Bombs

9110AAC6

### Infinite Ember

Seeds

9199B5C6

### Infinite Gale Seeds

9199B8C6

### Infinite

Mystery Seeds

9199B9C6

### Infinite Ore (in

Subrosia)

9199A7C6

9199A8C6

### Infinite Pegasus

Seeds

9199B7C6

### Infinite Scent

Seeds

9199B6C6

GBX

## ACTION REPLAY

### Inf Health

910FA2C6

### Inf Rupees

9199A5C6

9109A6C6

### Inf Ore in Subrosia

9199A7C6

9109A8C6

### Have Rod Of Seasons

&amp; All 4 Powers

918FB0C6

### Have All Essences Of

Nature

91FFB8C6

### All Secondary Items

91FF96C6

91FF97C6

91FF98C6

91FF99C6

91FF9AC6

91FF9BC6

91FF9CC6

### Have Master Sword

9103ACC6

### Have Mirror Shield

9103A9C6

### Inf Bombs

9110AAC6

### Inf Ember Seeds

9199B5C6

### Inf Gale Seeds

9199B8C6

### Inf Mystery Seeds

9199B9C6

### Inf Pegasus Seeds

9199B7C6

### Inf Scent Seeds

9199B6C6

GBX



# X

## SOLUTIONS • TIPS • PLAYER'S GUIDES

# XTREME solutions



Blimey, we're good to you. This month we bring you a complete walkthrough for Super Mario 2, the turnip-tossing platformer that forms the main part of Super Mario Advance. For each stage we let you in on whatever tips and tricks there are, but we also tell you where to find the five Ace Coins hidden on each level. Getting all five earns you a 1-Up, and if you manage to get every one in the game, you earn a 100% rating when you complete it.

## World One: Grass Lands

**World 1-1:** OK, World One is fairly straightforward, but there are a few handy shortcuts. When you get to the cave, climb the vine then run-jump off to the left. Super-jump up, and get rid of the Shy Guy. Pick up the bombs, and then chuck them down just before they explode. Get it right and you blast through the stony wall to the left - then just go through, Super Jump up to the plant, jump left and keep going. You've arrived at Birdo, the first boss!

Defeating Birdo is easy - just pick up the eggs she fires and throw them back. A taste of her own egg-icine, so to speak. You might find it easier with Mario or Toad, as they're better at getting on the eggs.

**Ace Coins:** There's one visible near the start of the second

screen; the next is between two logs on the last waterfall; the third is in the cave; the fourth is on the right-most cloud when climbing the plateau; and the fifth is beside the left-most vine near the end of the plateau area.

**World 1-2:** This one's short and sweet, but if you use Luigi, you can make it even shorter by skipping the cave bit. Grab a Ninji (they're the black star-like things that go up and down), and chuck it in front of the cave door. Stand on it and charge a Super Jump. When the Ninji's at the top of a jump, go for it with a Super Jump, and you're at the top of the hill. Go right, and you're at the cave exit.

**Ace coins:** Stay low on the carpet at the start to get the first; then go higher straight away to get the next; the third is on top of the hill with

the locked door; the fourth is inside the cave; the fifth is found by super-jumping before the boss door.

**World 1-3:** Right, there's a shortcut all the way to World 4-1 in this one, and to do it you need to find the potion in the vase near the top of the dungeon. Take it to the dungeon entrance, and drop it by the vase. Nip into subspace and hop down the vase, and you find yourself in World Four! If you'd rather play your way through, here's some tips on defeating Mouser at the end of this level. Stand under his platform and try to have his bombs land right on your head (odd kind of strategy, we know). Then, when they're about to go off, stick 'em down next to him. Whack him three times like this, and it's all over.

**Ace coins:** The first is at the very start, on the first plateau; the next is in



between the two logs on the last waterfall; the third is beside the vase at the end of the first screen; when falling down to the locked door, the fourth sits on the left wall; and the fifth is behind the locked door.





## World Two: Deserts

**World 2-1:** This world's not too difficult - just watch out for the quicksand, and be prepared to do some digging.

**Ace coins:** There's one above the bone logs at the start; one above the cactus right before the Panser on the first screen; one above and to the right of the last cactus on the first screen; one found on the right when you're digging; and one further down on the left while digging.

**World 2-2:** OK, there's a secret room in this one. After the faster quicksand with the log going down it, you see a door on the wall. Blow up the wall, and go left to find a potion. Use it on the structure of blocks to get a load of coins, and a mushroom.

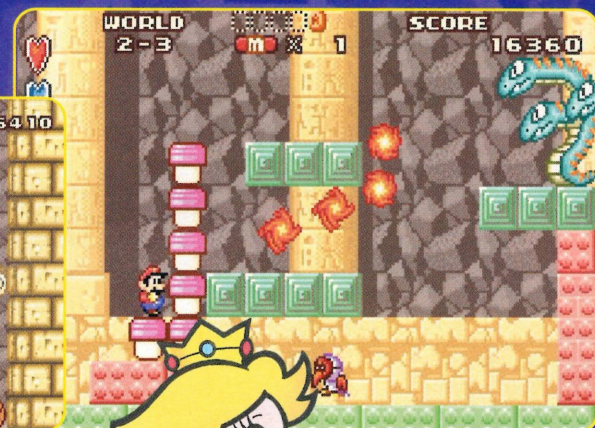
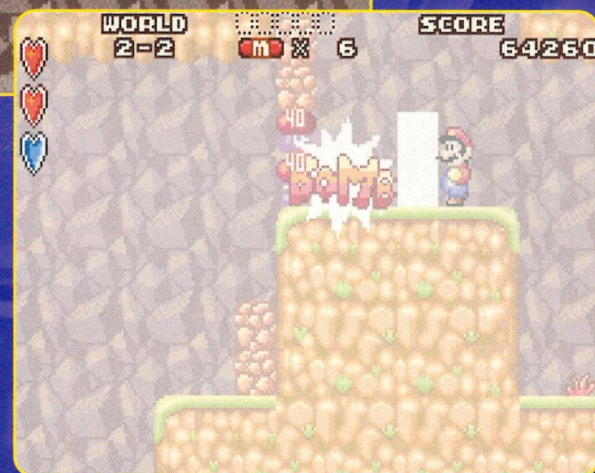
The boss, Red Birdo, fires eggs and fireballs, but notice that she rests after every three, so this is the time to get her, either using her own eggs, or by carrying a mushroom block over to her. Just watch out, though, 'cause her eggs are dangerous even after they hit the wall.

**Ace Coins:** One above the first bone log at the start of the second screen; one above-left of the log on the faster quicksand; one on the block structure at the end of the second screen; two easy ones while digging.

**World 2-3:** For a load of bonus points, go down the vase on the left just after entering the pyramid. Come back with the POW block, drop down the right side, and use it to kill the horde of Shy Guys.

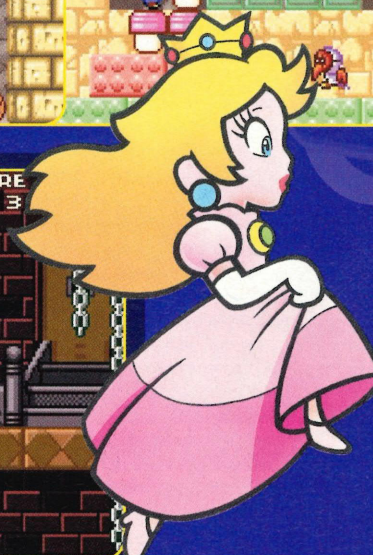
The boss here is Tryclyde, the three-headed snake. It spits fireballs at you constantly, but they can't pass through mushroom blocks, so build up a barrier of those and you're safe. Then use super-jumps to clear your barrier and chuck the rest of the mushy blocks at Tryclyde. Three hits is all it takes.

**Ace coins:** One above the first cactus, second screen; one in-between the fifth and sixth cacti; fall down the left side when entering the pyramid for another; dig to the left for a fourth; and the last is in the room before the boss, over the pyramid structure.



## Up, Up and Away!

To perform a super-jump, hold Down to duck until your character makes a noise and starts flashing. Then hit Jump to do a much higher leap than normal, complete with a new animation for the Advance version.





## World Three: Caves



**World 3-1:** If you decide you can't be bothered with World Three at all, you might want to use this handy shortcut to World Five. Jump down the waterfall and enter the door. Pull up the sixth plant from the right to get a potion, and use it by the vase. Then, just hop into the vase to go straight to World 5-1.

If you think that's a bit much, then maybe just a shortcut to Birdo will do. You have to be using Luigi or Peach for this one. Once you've climbed the vine, make a running jump left. Go in the door and blow up the wall. Then jump on the two blocks on the left, super-jump up and left, and run over the hill, and you're there.

**Ace Coins:** One above the hill with a door in the second screen; drop down the waterfall beside the door and stay left for another; there's one in the centre when you ride the carpet; another to the left of the vine; and once on the vine, use Luigi or Peach to jump left for a fifth.



**World 3-2:** The beginning of this level's a bit of a git - just keep running to avoid those annoying diving Beezos.

Once in the underground area, you have to use loads of bombs to get through. When you get to a bit where the way out is the bottom level and there are four walls to destroy, follow these instructions: Start off using two bombs from the top level to knock out the first two walls, then use two bombs from the bottom level to take out the other two walls. Otherwise it can all end up a bit of a mess.

**Ace coins:** One between the fifth and sixth wooden poles; one left of the giant POW block covering a hole; one near the end of the first screen near the potion; move as far left as possible underground for a fourth; and one more near the three pillars over pits.

**World 3-3:** Now this one's hard, but there's a very handy bonus on the level, as well as a major shortcut.

How does 99 lives sound? Just look out for the room that leads to a key and has loads of Shy Guy vases. Pull up the plant at the top to get a shell. Then go back to the bottom and throw it into the hole where the door is. Shy Guys walk into the hole and get whacked continuously. All you have to do then is wait for as many extra lives as you can take.

Now, for a major shortcut through this level we repeat the Ninji trick we used in 1-2. In the third screen, go through the first door. Pick up the Ninji at the bottom and climb all the way to the top with it. Once you get to the dead end, chuck it on the platform in the top-left. Jump on it and charge a super-jump, then when it gets to its peak, super-jump up and left to complete the trick.

The boss for this level, Robirdo, is new to Super Mario Advance, and he's not easy to beat. You're best off hanging onto the chains the whole time, to avoid some of Robirdo's attacks. When the giant eggs get fired, land on the first one and pick it up - you might find this easier with Mario or Toad. Anyway, chuck it back and then grab the chain to avoid getting rammed. Five hits should do it.



**Ace Coins:** One over the last wooden post, second screen; take the first door on the third screen and go up for a second; a third is on the left when climbing up to the door that leads outside; the fourth is above that door; and the fifth is on the platform behind the hawk's mouth.

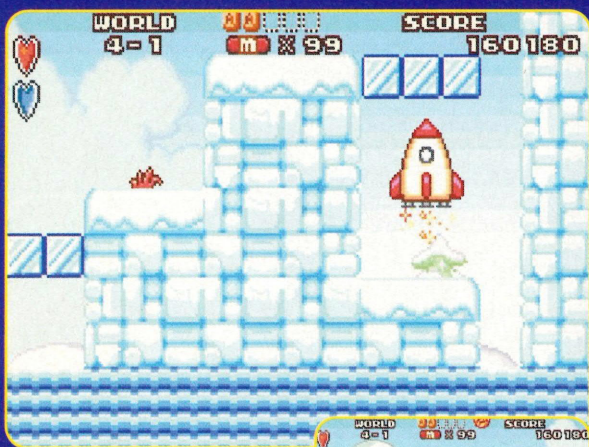
## High-Speed Flying Carrots

No doubt you know how to pick up and throw things in the game, but remember that if you're running when you chuck something, it flies much further.





## World Four: Snowlands



**World 4-1:** Short and sweet this one. You should get through it no problems.

**Ace Coins:** All the coins are in plain sight too; shouldn't be too tricky.

**World 4-2:** Use the giant POW block at the start to kill all the Porcupos, and earn a handy 1-Up.

Perhaps you'd like to skip forward to World Six - yes, it's the old potion/vase trick again. Just look for the four pillars after the fourth whale. The last pillar's got a potion - take it to the right, and the first vase you find is the warp to 6-1.



If you stick with it, a handy tip for getting over the spikes is to use the nearby autobomb (the cannon on wheels). Chuck the Shy Guy off and then ride it over the spikes, not forgetting to duck.

**Ace Coins:** Two visible on the first screen; two are on whale's tails; and the last is near the autobomb - you see it easily.

**World 4-3:** To get going on this level, hitch a ride on one of Birdo's eggs, which fly conveniently to the right, and over the water.

When you get to the castle, if you're using Luigi or Peach, you can take a small shortcut. Rather than taking the first door in, make a running jump to the right.

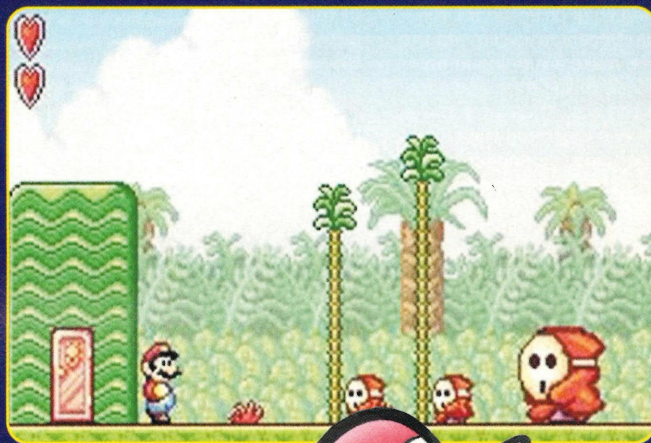
When you finally get to Fry Guy, stay on top, pick up a mushroom block and throw it on his head when he comes over. Using Peach is a good idea, so you can float just after picking up the block to avoid falling off - alternatively, use Toad 'cause he's so quick at picking up mushroom blocks. Anyway, hit Fry Guy three times, and he splits into four mini-Fry Guys. Hit each one with a mushroom block to win World Four.

**Ace Coins:** There's one above the little island after riding the egg - use Luigi; the next is up the icy platforms and on the left; another is in plain sight after you've ridden a Shy Guy; a fourth to the right of the locked door; and the last is in the room before the boss, top-left.



## Never Mind Dwarf-Throwing

Look out for giant enemies, 'cause you can throw these about just like you can normal ones. Not only does it look ridiculous, it also releases a heart whenever you throw one, even if the giant baddy survives. Handy for a quick recharge.





## World Five: Forest

**World 5-1:** This level's not too long, but there's plenty of waterfall-jumping involved, so using Luigi or Peach might be a good idea.

The boss is Green Birdo, who inconsiderately spits only fireballs. Worse still, you only have one mushroom block to work with, so you just have to keep going back and getting it - wait until Birdo's

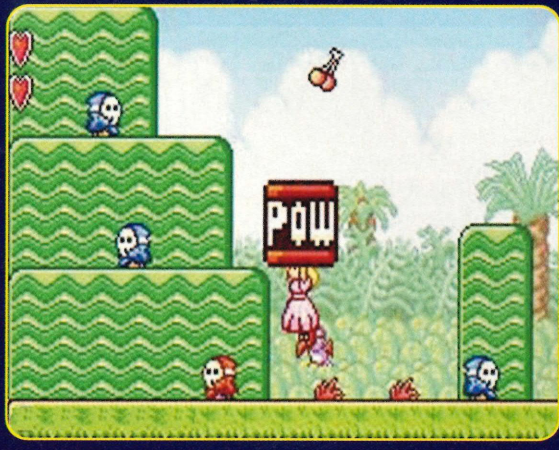
moved on, though, before you do.

**Ace Coins:** One right beside the Panser at the start; one between the second and third logs; one between the third and fourth logs, at the bottom; one's obvious after the fifth log; go down the waterfall with the last Troutler and try to jump back up for the last.



### Find Your Cherry

Lucky cherries are to be found on some of the stages. Find five and a Starman floats up from the bottom of the screen. Grabbing it makes you invincible. If you can, you should try to kill loads of enemies at once in this mode to net a whole load of bonus points.



**World 5-2:** When you get to Red Birdo, you find there are no mushroom blocks available, and using her eggs against her is tricky. One way to do it is to pick up and use the Troutlers against her. When you run out of fish, just run off screen and run back, and they all return.

**Ace Coins:** You have to use Luigi to get most of these. Super-jump left at the first set of Hoopsters for the first; ride the Ostro near the Porcupos and Super Jump for another (tricky though); a third is between two Hoopsters and needs Luigi again; a fourth is above the vase in the clouds and is easier; and to get the fifth stay left when you drop, but watch out for spikes.

**World 5-3:** Another annoying stage, this, but there is a handy shortcut all the way to the last world. You see the vase right from the start - and the potion comes from right next to it. There are a few ways there, but it's easiest with Luigi; anyway, if you hop down the vase in Subspace, you go straight to World 7-1.

The boss on this level is Clawgrip, and Toad is the best choice to defeat him (maybe Peach if you find jumping tricky). Stand on the first step and duck; Clawgrip's stones won't be able to hit you. Then, when a stone rolls over, jump on it, super-jump up and throw the stone at him. Repeat as necessary.



**Ace Coins:** One over the vase at the start; another between the first and second huge trees; the third is visible in the sandy area; the fourth is in the upper area while riding the carpet; and the fifth is just after the fourth, a bit lower down.





## World Six: Deserts

**World 6-1:** The difference from the World Two deserts is the faster quicksand - try using a character with a higher jump, like Luigi.

You come across 21 vases, and one has a key inside. Look for the fifth one from the right (that's the 17th from the left). Once inside you have to dig for it, and contend with an annoying horde of Shy Guys. When you get the key be on your toes too, 'cause this Phanto is faster than the earlier ones.

When you come up against Green Birdo you find three mushroom blocks at your disposal. Your best bet is to use two to make a barrier to protect you from the fireballs, and use the third to defeat her.

**Ace Coins:** One between the third log and the cacti; one between the fourth and fifth logs - ride a Pokey to get it; there's one in the garden of cacti before the door (look carefully!!); go down and left after entering for a fourth; and the fifth is near the 14th vase - again, look carefully, they're easy to miss here.

**World 6-2:** This level involves lots of albatross riding, so Peach's float ability comes in very handy. Try to ride as high an albatross as possible, to make things easier.

When you get to the Green Birdo (another one of the bastis!), use the giant Shy Guy against her! You can get multiple hits this way, as well as free hearts.



**Ace Coins:** One high up near the start; another right before the high pillar with the potion; another high up after that one; and yet another high up after that; and the fifth is low and unfortunately requires you to die in order to get it.

**World 6-3:** This stage is not all that bad, but if you get into trouble, don't worry; there's a shortcut straight from the start to the end of the level. At the very beginning, climb the ladder and let yourself sink into the sand on the left. Then keep

jumping to bounce left under the wall. There's a door on the other side; go inside and you're in the clouds. Then just jump across and you're at the boss already.

It's Mouser again, and it's pretty much the same as last time except for the annoying spark that buzzes around the room. The best way to get rid of the spark is to do nothing at all - just wait for one of Mouser's bombs to destroy it. Then dispose of Mouser the way we did before.

**Ace Coins:** One before the first skeleton log; two are in plain sight (once you start climbing); one is under the five vines with Hoopsters; and to get the fifth, super-jump up and left as soon as you climb the last vine.



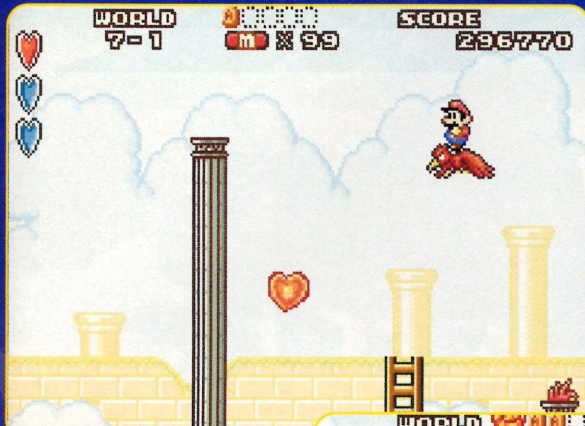
## The Key is to Run

When you find a large key, be ready to scarper! Phantos guards the keys, and as long as you're holding it he chases you. You can put it down to throw him off, but the only way to make him go away is to use the key in a door.





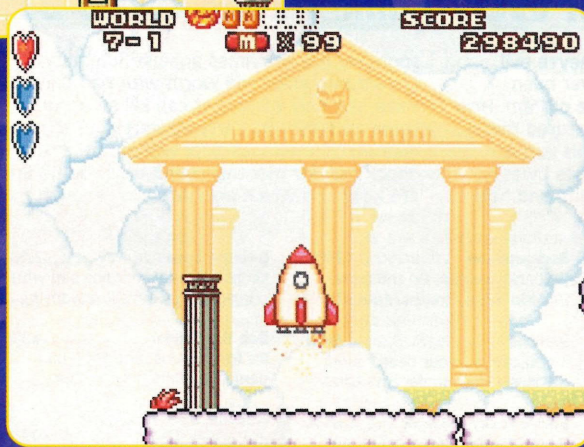
## World Seven: Clouds



**World 7-1:** There's lots of climbing clouds and throwing mushy blocks in this one, so Toad is a good choice, but in either of the two cloud stages Peach is great.

To do this level, you have to hitch a lift on an albatross at the right point. Once you've climbed the ladder, jump on an albatross and ride off to the left. Travelling right gets you nowhere.

**Ace Coins:** The first is over the second bridge of



destructible blocks; the second you get when you're on the albatross; use the left pillar after taking the rocket for the third; the fourth is above the dome of mushroom blocks with a spark inside; and the fifth is right next to the boss.

### Clock-Stoppingly Big Vegetables

If you pick up five large vegetables in a row then the fifth turns out to be a stopwatch. It takes effect immediately, temporarily freezing all enemies on the screen.



Throughout the level, keep your cool and be careful in order to succeed - remember, Peach is a good choice for this one. Eventually you should make it to the battle with Wart.

To defeat Wart, start off standing on the purple platform on the left. He fires snot bubbles at you (delightful), which you should jump and float over. Catch and pick up vegetables when they come your way, then hop up to the platform on the far right. Wait for Wart to open his mouth to make bubbles, then chuck the vegetable right in there. Repeat the whole process a few times and it's all over.

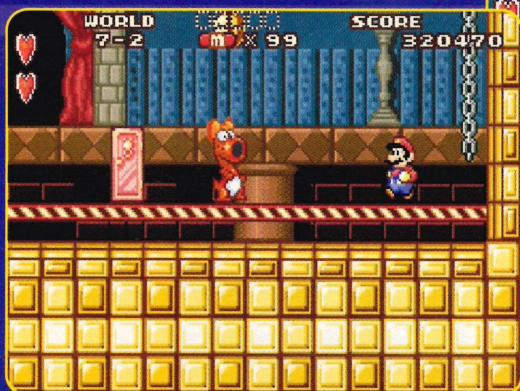
**Ace Coins:** Duck-jump-float right after the vase in the first room to get the first coin near the spikes; then jump up the treadmill and go right, climb the chain and go left to find the second; continue up the stage and take the first door; then climb down the ladders 'til you see the third coin, which you can float to; go back through that door and go up, then go through this door for the fourth; and for the last coin (phew!) continue right, then go down the chain, run from Birdo, go left, skip the locked door, down the chain, run from another Birdo, down again and you'll see the coin near the first set of spikes.

That's it - you've cracked it!

### Do the Bouncing Pygmy

Obviously, ducking is handy, and jumping is very handy, but don't forget you can duck and jump at the same time - it's particularly useful for getting into small holes. If you're playing as Peach you can even duck, jump and float at the same time, and then it's really getting silly.

**World 7-2:** This is the final stage, and they don't make it easy. There's a huge maze giving you two different parts to the end (where Wart is waiting for you). They chuck it all at you in this one - you even come up against Birdos as normal enemies. What's more, one of the Birdos has a key, so don't just run away from them! And, as if that wasn't enough, you have to fight a Hawk Face too, the thing that you normally use as an exit. Sort it out with mushroom blocks.

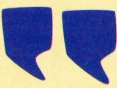




# ON THE SHELVES



Our monthly round-up of almost every game on the Game Boy scene...



Ever fought an Accurian sandworm? I have, and they're evil. Hailin' from the planet Accuria (or so I'm told - never been there), they're 30-foot long and bullets just bounce off 'em. How the heck South American dictator General Fiszt captured one and brought it to Earth I'll never know, but he did. I got sent to his secret hideaway to catch him (he's been very naughty, y'know?), but while I was battlin' his wriggly rotter, he got clean away! Jeepers! I'm onto him, and he'll

soon pay for his crimes against humanity! I eventually killed the worm with bad Game Boy carts. No kiddin' - it's true! Y'see, the only thing that can kill an Accurian sandworm is gold. I just broke some smeggy GBC cartz I wasn't goin' to play anyway, and rammed the gold connectors down his gob! Worked to! Check out our monthly round-up of Game Boy gamez to see which are kewl and which are only good enough for killin' sandworms...



## 1,2,3... >

### 102 Dalmatians:

**Puppies to the Rescue** . . . . .69%  
Great graphics, hollow design - typical Disney platformer...

**1942** . . . . .85%  
Classic shooting action from Capcom. Has all the charm and appeal of the coin-op.

**3D Pocket Pool** . . . . .89%  
The best ball-n'-baize game on the GB yet - bar none! Real class.

**720** . . . . .38%  
The skateboard sim's 45° perspective makes it awkward.

## A >

**Action Man** . . . . .58%  
Weak controls and an average game. Takes time to get into.

**Aliens: Thanatos Encounter** . .37%  
Tedious top-down blaster destroyed by disastrous flaws.

**Alfred's Adventure** . . . . .86%  
Platformer with lots to do but little to see. Great fun, though...

**Alice in Wonderland** . . . . .65%  
Another dated platformer. Disney must try harder.

**All-Star Baseball 2000** . . . .75%  
Interesting baseball sim. Not an ideal sport to convert, though.

**All-Star Baseball 2001** . . . .75%  
Another baseball sim. Updated rosters, if anyone cares.

**All-Star Tennis 2000** . . . .81%  
Not a bad game of tennis, but not as good as Mario's marvel.

**Alone in the Dark: TNN** . . .81%  
Absolutely sumptuous arcade adventure in the *Resi Evil* mould. Greatest graphics ever!

**Animorphs** . . . . .45%  
Dreadful RPG, a poor man's Pokémon without the good bits.

**Antz** . . . . .78%  
Okayish platformer. Fun, but derivative.

**Antz Racing** . . . . .68%  
Great graphics, but it's difficult to anticipate the corners properly.

**Armorines: Project SWARM** . .60%  
Awkward blaster. Would have been good if it weren't so clumsy.

**Army Men** . . . . .76%  
Little green men and their little brown foes. Fun shoot-'em-up.

**Army Men 2** . . . . .82%  
More polished than the original, but aiming is awkward at times.

**Army Men: Air Combat** . . .80%  
Micro version of *Desert Strike*? It plays really well too!

**Army Men: Sarge's Heroes** . .55%  
What went wrong? Boring, limited and an insult to *Army Men*.

**Asteroids** . . . . .80%  
Fine update of the Atari classic. A real cool customer.

**Austin Powers: Oh Behave** . .30%  
A terrible collection of gimmicks with next to no gameplay.

**Austin Powers: Welcome to my Underground Lair** . . . . .22%  
Almost the same as *Oh Behave*, but somehow even worse.

**Azure Dreams** . . . . .69%  
An old PSX RPG comes to the GBC - not a bad effort either.

## B >

**Babe and Friends** . . . . .68%  
A weird sheep-herding puzzle game that doesn't quite come off.

**Backgammon** . . . . .79%  
It's backgammon. On the Game Boy. No more, no less. So there.

**Ballistic** . . . . .80%  
If you can get your head round the rules, this puzzler isn't bad.

**Barbie Fashion Games** . . . .65%  
More of a toy than a game, but not at all bad. Honest!

**Barbie: Ocean Discovery** . .60%  
A collection of simple mini-games for the younger gamer.

**Bass Masters Classic** . . . .52%  
Nothing particularly classic about this fishy angling sim.

**Batman: Chaos in Gotham** . .35%  
Sad and sorry Batman offering with stupid gameplay flaws.

**Batman of the Future: ROTJ** . . .90%  
Sizzling scrolling fighter. Not too tough, but great fun.

**Battleship** . . . . .70%  
Game Boy version of the classic pen-and-paper game.

**BattleTanx** . . . . .38%  
Incredibly weak shooter. Drive to enemy, blast until it dies, repeat...

**Billy Bob's Huntin' & Fishin'** .60%  
Play a southern redneck in this wild frontier sim. Interesting...

**Black Bass Lure Fishing** . . .45%  
Another dud game based on the world's most boring sport.

**Blade** . . . . .89%  
Attractive, colourful and dynamic, but a little too short.

**Blaster Master: Enemy Below** 67%  
Strange drive-and-walk platformer that doesn't really gel. Poor visuals too.

**Boarder Zone** . . . . .73%  
Simplistic snowboarding sim with poor graphics but OK playability.

**Bob the Builder** . . . . .68%  
It's for the kids, but not a bad game. Toddlers only, though.

**Bubble Bobble Classic** . . . .90%  
Riveting retro action with Bub and Bob. A genuine classic!

**Buffy the Vampire Slayer** . .80%  
High-kickin' high jinks with the vampire-hunting vixen. Cool.

**Bugs and Lola** . . . . .70%  
Not the Looney Tunes series' finest hour, but not a bad game.

**Bugs Bunny in Crazy Castle 3** 73%  
Interesting puzzle platformer, but betrays its B&W roots.

**Bugs Bunny in Crazy Castle 4** 78%  
Graphics much improved, but essentially more of the same.

**Bust-a-Move 4** . . . . .79%  
Dreadful graphics, but great puzzlin' fun.

**Bust-a-Move Millennium** . .20%  
Where did they go wrong? This is ugly, awkward and smeg.

**Buzz Lightyear of Star Command** .33%  
Shoddy and basic *Toy Story* cartoon spin-off. A pile of pants.

## C >

**Caesar's Palace 2** . . . . .27%  
A completely pointless casino sim. Don't take a gamble on it.

**Cannon Fodder** . . . . .97%  
A scorching shooter. Original, attractive and funny - fantastic!

### Carl Lewis Athletics

. . . . .91%  
The best multi-eventer yet. A real gold medal winner...

**Carmageddon** . . . . .35%  
Awkward, irritating driver with abysmal controls. Give it a miss...

**Casper** . . . . .80%  
This adventure game for kids will appeal to the kid in us all.

**Catwoman** . . . . .40%  
Dodgy action game. You'd have more fun with a ball of string.

**Catz/Dogz** . . . . .43%  
This *Tamagotchi*-type toy gets very boring very quickly.

**Centipede** . . . . .60%  
The original's cool, but this shoddy conversion wins no friends.

**Championship Motocross 2001 Featuring Ricky Carmichael** .80%  
Good racing and enemy AI, but the tracks are too long.

**Chase HQ Secret Police** . . .70%  
Average conversion of race-n'-chase coin-op. Weak visuals.

**Chessmaster, The** . . . . .89%  
Really great chess sim only let down by the lack of modes.

**Chicken Run** . . . . .83%  
Stealth and puzzle-solving in this escape-'em-up. *Feather Gear Solid*?

**Commander Keen** . . . . .79%  
The kid commando returns in a colourful platform blast. Not bad, but no classic.

**Conker's Pocket Tales** . . . .80%  
Interesting arcade adventure that gets better as it goes on.




**Construction Zone** .....19%  
A lousy effort – so workmanlike its jeans hang over its bottom.

**Cool Bricks** .....82%  
Sizzling *Breakout* clone with power-ups galore. Top stuff.


**Crazy Bikers** .....85%  
This crazy cart handles like a dream and even packs a track editor.

**Croc** .....40%  
Dodgy platformer that's not a patch on Nintendo's classics.


**Croc 2** .....90%  
 What a difference! The reptilian rascal's second outing is streets ahead of the first.

**Cross Country Racing** .....39%  
Just another into-the-screen racer. Nothing special at all.

**Cyber Tiger** .....39%  
Dodgy golf sim with awkward controls and weak physics.

**Dave Mirra Freestyle BMX** .....93%  
 Looks good, plays well, feels just right – stunt BMX perfection!

**Daffy Duck: Fowl Play** .....67%  
The level design on this one is much better than its graphics.

**Daikatana** .....93%  
 Brilliant real-time RPG in the Zelda mould. Tough combat.


**David O'Leary Total Soccer** .....88%  
Fab footie outing licensed from the Leeds Utd manager.

**Deadly Skies** .....11%  
Terrible plane combat game that plays itself to a large degree.

**Déjà Vu I & II** .....80%  
Perplexing detective point-and-click adventures. Challenging.

**Dexter's Lab: Robot Rampage** .....75%  
Fun retro rave, but a complete rip-off of *Elevator Action*. Buy the genuine version first.

**Dinosaur'Us** .....57%  
Great graphics, but this action adventure doesn't really cut it.

**Disney's Aladdin** .....91%  
 Fab Mega Drive conversion which proves Disney can design games after all.

**Disney's Beauty and the Beast** .....58%  
A reasonable collection of mini-games, but nothing special.

**Disney's A Bug's Life** .....49%  
Neat graphics, but a purely functional design. Typical Disney...


**Disney's Donald Duck: Quack Attack** .....68%  
Exceptional graphics, but design puts the bog in bog-standard.

**Disney's Dinosaur** .....43%  
Too much empty space, too little to do, and the visuals stink.

**Disney's Tarzan** .....90%  
 For once, Disney's visuals are matched by cool level design.

**Disney's The Emperor's New Groove** .....60%  
Mediocre gameplay, and even the graphics aren't outstanding.

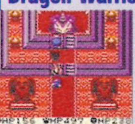
**Disney's Toy Story 2** .....81%  
Another Disney platformer, but this is a cut above the rest.

**Donkey Kong Country** .....98%  
 SNES classic comes to GBC. An absolutely brilliant platformer.

**Doug's Big Game** .....52%  
A reasonable adventure, but too repetitive in the long term.

**Dragon Dance** .....43%  
Novel ideas, but not all work well. Not a great *Breakout* clone.

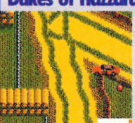
**Dragon's Lair** .....19%  
On every format, this game features excellent graphics and no gameplay. Same story here...

**Dragon Warrior Monsters** .....91%  
 This Pokémon-inspired offering completely drops the cute angle.

**Driver** .....88%  
Top-down getaway game in which you play an undercover cop.

**Dropzone** .....83%  
All-time classic blaster comes to the Game Boy with a vengeance.

**Duke Nukem** .....85%  
This platform shooter offers guns galore and a high body count.

**Dukes of Hazard: Racing for Home** .....90%  
 Really cool mission-based action driver. Tough, but challenging too.

**EA PL STARS 2001** .....73%  
Good footie sim, but suffers from weak goalies and awkward long passes.

**Earthworm Jim: Menace to the Galaxy** .....75%  
Neat enough platformer, but nothing to set the world on fire.

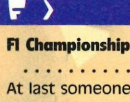
**ECW Hardcore Revolution** .....30%  
Boring bone-bender with very little going for it. Not good.

**Elevator Action** .....77%  
Top retro coin-op update. A good blasting gather-'em-up.

**European Super League** .....63%  
Graphically excellent, but buttock-clenchingly slow.

**Evel Knievel** .....73%  
The Seventies stuntman leaps onto the GB in a reasonable game.

**Extreme Sports with the Berenstain Bears** .....77%  
Simplistic but fun multi-eventer. It's for the kids, y'know...

**F1 Championship Season 2000** .....89%  
 At last someone's achieved something with the F1 licence.

**F1 Racing Championship** .....67%  
We've seen worse, but this could still be a whole lot better.

**F1 World Grand Prix** .....65%  
Plays okay, but essentially another missed opportunity.

**F-18 Thunderstrike** .....49%  
These into-the-screen blasters never work well on the GBC.

**FIFA 2000** .....20%  
This footie flop plays like Birmingham City – badly.

**Flintstones Burgertime in Bedrock** .....57%  
One of the all-time greats (*Burgertime*) badly mucked up.


**Flipper and Lokapa** .....79%  
Cartoony platformer. Pretty good fun, if a little generic.

**Force 21** .....70%  
Abysmal graphics mar an interesting real-time strategy sim.

**Formula One 2000** .....59%  
Is there no end to these sub-standard F1 racers?

**Frogger** .....80%  
Update of an old coin-op. It leaves you hopping mad...

**Game & Watch Gallery 2** .....88%  
Pixel-perfect ports of LCD classics. Look out for *Donkey Kong*.

**Game & Watch Gallery 3** .....90%  
 More LCD marvels, but with much-improved graphics.

**Games Frenzy** .....40%  
A collection of games that really didn't need to come to the GBC.

**Gex: Enter the Gecko** .....82%  
Entertaining and involved platformer – cool main character.

**Gex 3: Deep Pocket Gecko** .....80%  
Another winner from the wizard lizard, but not quite a classic.

**Ghosts 'n Goblins** .....72%  
A retro rave from the grave in one of the earliest platformers. Well converted to GBC too.

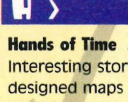
**Gift** .....70%  
Not a bad arcade puzzler, but it's no *Zelda*-zonker. Ho hum...

**Godzilla** .....65%  
Innovative, but also awkward and samey. Well intentioned, but ultimately flawed.

**Golden Goal** .....70%  
Not a bad little footie sim, but it's been overtaken since.

**Grand Theft Auto** .....70%  
Is this the first Game Boy game where you play a criminal?

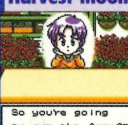
**Grinch, The** .....88%  
Weak graphics but the *Pac-Man*-inspired gameplay is fantastic.

**Hands of Time** .....78%  
 Interesting story and intelligently-designed maps make up for weak graphics.

**Hello Kitty's Cube Frenzy** .....88%  
Beautifully simple puzzler. Weak visuals, but packed with fun.

**Heroes of Might and Magic** .....87%  
Hugely ambitious PC port – works well, but the sprites are small.

**Harvest Moon** .....84%  
An RPG based on farming? Don't laugh – it's great!

**Harvest Moon 2** .....91%  
 Bigger, better, more to do – the sequel improves on an already-cool game.

**Hello Kitty's Cube Frenzy** .....88%  
Mediocre graphics fail to destroy this cool puzzler. Great stuff!

**Hexcite** .....80%  
This one's okay when you get the hang of it, but tricky at first.

**Hollywood Pinball** .....59%  
Great range of tables, but none of them really shine. Not good.

**Hot Wheels Stunt Track Driver** .....47%  
There's nothing hot about this limited driver. No lastability.

**Hype the Time Quest** .....78%  
Playmobil RPG for beginners. Not a bad foot in the door.

**Indiana Jones and the Infernal Machine** .....72%  
Sizzling graphics, but too much pointless wandering about. Needs more plot too.

**Inspector Gadget** .....89%  
Colourful platformer featuring Gadget, Penny and the mutt.

**International Karate 2000** .....89%  
Classic beat-'em-up that works brilliantly on the handheld.

**International Superstar Soccer 2000** .....60%  
Not a terrible kick-about, but not a classic.

**International Track & Field Summer Games** .....69%  
Playable, but eclipsed by the superior *Carl Lewis Athletics*.

**ISS Pro 99** .....74%  
Reasonably okayish footie game, but *O'Leary Manager* is better.

**Jeremy McGrath Supercross 2000** .....85%  
Fun game to play, but the colour scheme is simply terrible.

**Jim Henson's Muppets** .....49%  
Terrible platformer with poor use of colour and poorer playability.

**Jimmy White's Cueball** .....75%  
Interesting baize-basher with good physics and lots of options.

**Joust/Defender** .....88%  
Two classic '80s coin-ops on one cool cart. Bring 'em on!

**Jungle Book, The: Mowgli's Wild Adventure** .....90%  
 Excellent platform frolics. Great graphics and top gameplay.

**Karate Joe** .....80%  
Retro action in Rocket's blast-from-the-past budget beat-'em-up.

**Ken Griffey Jr's Slugfest** .....45%  
Just another baseball game, and no better than most of them.

**Klax** .....89%  
Pristine puzzler from the old school. Score with tile patterns.

**Kluster** .....67%  
A *Tetris* clone which captures little of the excitement of the original.

**Knockout Kings** .....89%  
One of the Game Boy's best sluggers. Brill boxing bonanza.

**Konami GB Col Vol 1** .....73%  
*Castlevania*, *Gradius*, *Probotector* and *Konami Racing*.

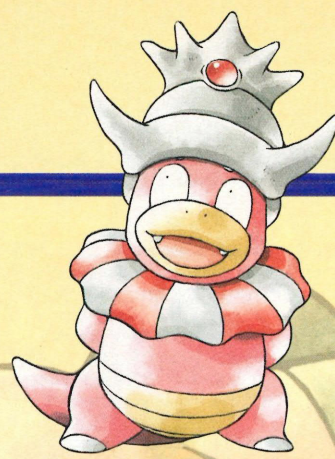
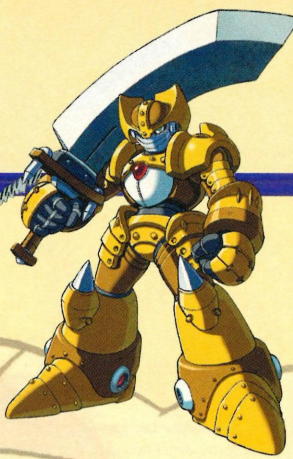
**Konami GB Col Vol 2** .....80%  
*Parodius*, *Block Game*, *Track & Field*, *Frogger*.

**Konami GB Col Vol 3** .....75%  
*Pop 'n' Twinbee*, *Bikers*, *Mystical Ninja*, *Guttang Gottung*.

**Konami GB Col Vol 4** .....70%  
*Gradius II*, *Castlevania II*, *Arctic Adventure*, *Yie Ar Kung Fu*.

**LEGO Alpha Team** .....82%  
Interesting *Lemmings*-style puzzler based on the LEGO men.





**LEGO Racers** .....37%  
Duff into-the-screen racer with dull power-ups and poor action.

**LEGO Stunt Rally** .....17%  
Incredibly poor Scalextric-style racer. A complete stinker.

**Le Mans 24 Hours** .....42%  
The cars look good, but too hard and too reliant on speed-ups.

**Lion King 2: Simba's Mighty Adventure** .....68%  
Cartoon platformer with cool graphics, but lacking in challenge.

**Little Mermaid II: Pinball Frenzy** .....82%  
Win 16 mini-games on two tables in this sizzling pinball sim.

**Logical** .....67%  
Interesting and original puzzler, but it doesn't quite come off.

**Looney Tunes** .....70%  
No real surprises here, but that doesn't make it a bad game.

**Looney Tunes: Carrot Crazy** .80%  
More of the same, but better. Looks absolutely sumptuous.

**Looney Tunes Collector: Martian Alert** .....87%  
*Pokémon* meets platformer with Bugs Bunny as the star.

**Looney Tunes Collector: Martian Revenge** .....89%  
Another outing for the Loony Tunes boyz, and a cool game.

**Looney Tunes Racing** .....55%  
Seen-it-all-before driving effort that's too easy and too boring. YAWWWWWN!

**Lucky Luke** .....78%  
Great fun, but you'll complete it in a few hours. Ideal for beginners.

## M >

**Madden NFL 2000** .....78%  
Nuts-'n'-bolts gridiron game. Only for American footie fans.

**Magical Drop** .....68%  
Another puzzler in the *Tetris* mould. A little jaded, but playable.

**Magical Tetris Challenge** ..80%  
Disney-themed *Tetris*, but not as good as the original effort.

**Marble Madness** .....19%  
Dodgy controls make this coin-op conversion near-unplayable.

## Mario Golf

.....96%  
The game that puts the fun back into golf. Links with N64 version.

## Mario Tennis



.....94%  
Tennis with character development and N64-transfer compatibility.

**Mary-Kate and Ashley Pocket Planner** .....80%  
Address book, diary, notepad, games – it's a complete organizer.

**Mask of Zorro** .....40%  
Yawnsome platform runaround that plays like a brick.

**Matchbox: Emergency Patrol** .75%  
Mission-based madness in the *Driver* mould, but for the kids. Not bad fun.

**Matt Hoffman's Pro BMX** ..79%  
Cool two-wheeled extreme sports game for action addicts.

**Maya the Bee Garden Adventures** .....71%  
Interesting arcade adventure – not bad for the younger gamer.

**Mega Man Xtreme** .....66%  
Enjoyable blast with many strengths, but far too many silly flaws. Mixed news.

**Men in Black** .....27%  
Colourful and visually appealing, but gameplay badly flawed.

**Men in Black 2** .....56%  
Soulless reworking of other platformers; gaping flaws.

**Merlin** .....70%  
Visually appetising platformer, but too short and samey.

## Metal Gear Solid



.....95%  
2D sneak-around in which you infiltrate enemy territory.

**Mickey's Racing Adventure** .83%  
Kart-style game featuring Mickey and chums. Plays well.

## Micro Machines 1 & 2 Twin Turbo



.....90%  
Race mini-vehicles over school desks, pool tables and more.

## Micro Machines V3



.....93%  
Sizzling desktop driver featuring tiny cars, tanks, speedboats and more.

**Microsoft Games** .....27%  
Dodgy collection of time-killers ported from the PC.

**Microsoft Puzzle Collection** .40%  
OK for five minutes, but there are better ways of killing time.

**Missile Command** .....50%  
Classic coin-op, but doesn't work well with a D-pad.

**Mission: Impossible** .....80%  
Workmanlike visuals sell short what is essentially a great game.

**Monkey Puncher** .....35%  
Sad monkey-training game that borrows from *Pokémon* and *Tamagotchi*.

**Monopoly** .....71%  
Does anyone want this on the GBC? If you do, this version's good.

**Montezuma's Return** .....68%  
Simplistic platformer based on an old '80s effort. Not bad.

**Moonin's Tale** .....39%  
It's for kids, but that's no excuse for the lack of gameplay.

**Moon Patrol/Spy Hunter** ..70%  
Two more relics from the '80s arcades. Short-lived fun.

**Mortal Kombat 4** .....38%  
Guts and gore, but no gameplay. A truly awful conversion.

**Mr Driller** .....85%  
Playable puzzler let down only by its lack of options.

**Mr Nutz** .....70%  
Run-of-the-mill platformer starring a red squirrel.

**Ms Pac-Man Color Special Edition** .....80%  
Another retro effort. Wakkka wakkka, wakkka, wakkka...

**MTV Sports: Pure Ride** ....78%  
Has its moments, but ultimately clumsy and awkward.

**MTV Sports: Skateboarding** .60%  
Lacks the atmosphere and playability of *Tony Hawk's 2*.

**Mummy, The** .....53%  
This game defines the term 'mediocre'. Repetitive too...

## N >

**NASCAR Challenge** .....38%  
Driving round in circles soon grates. Deathly dull.

**NASCAR 2000** .....40%  
Good car graphics, but it's still those blessed ovals. Yawn!

**NBA In The Zone** .....41%  
Bad yank sports games should be dropped into the Atlantic.

**NBA In The Zone 2000** ... .65%  
Not too bad, but still a candidate for a watery grave.

**NBA Jam '99** .....70%  
Good graphics, but lacks that certain something.

**NBA Jam 2001** .....71%  
Added polish, but doesn't address some of the series' key flaws.

**NFL Blitz 2000** .....40%  
The Game Boy isn't the natural home for a gridiron game.

**NHL 2000** .....40%  
Messy ice hockey game with none of the sport's high-speed thrills.

**NHL Blades of Steel** .....50%  
Another ice hockey game that shoots wide of the mark.

**Noddy and the Birthday Party** .....75%  
This gather-'em-up for kids is pretty good fun. If you're young.

## O >

## O Leary Manager 2000



.....92%  
Arcade and management sections fuse perfectly in this killer game.

**Oddworld Adventures II** ... .55%  
Irritating Abe game. Better than the first effort, but still not great.

## P >

## Pac-Man: Special Color Edition

.....89%  
He's irresistible, especially with a *Tetris*-style sub-game included.

**Painter** .....88%  
Retro budget offering that can still raise a smile or two. Could do with level codes.

**Paperboy** .....48%  
This dodgy cyclist is about as much fun as a paper round.

## Perfect Dark



.....93%  
Learning curve too steep, but overall this game's almost perfect.

**Pitfall: Beyond the Jungle** .70%  
Retro update of the classic Indiana Jones-style platformer.

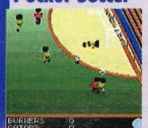
**Player Manager 2001** .....66%  
Packed with features, but *O'Leary* still wins the cup.

**Pocket Bomberman** .....79%  
Okayish, but not as good as classic *Bomberman* games.

**Pocket Bowling** .....76%  
This ten-pin game is surprisingly playable. Strike!

**Pocket GT Racing** .....57%  
Into-the-screen racers rarely work, and this is no exception.

## Pocket Soccer



.....90%  
Five-a-side American style in this fantastic arcade footie game.

## Pokémon Blue/Red



.....91%  
Graphics suffer due to black and white compatibility, but the game's top.

## Pokémon Gold & Silver

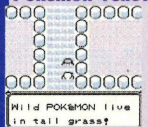


.....90%  
The pocket monsters are back in their greatest games yet!

**Pokémon Pinball** .....78%  
Catch 'em, evolve 'em, collect 'em. Works surprisingly well.

**Pokémon Puzzle Challenge** .87%  
Great puzzler, but *Pokémon* connection somewhat tenuous.

## Pokémon Yellow



.....96%  
Polished and improved update on *Pokémon Red* and *Blue*.

**Pokémon Trading Card Game 82%**  
Cool, but not as much fun as a 'real' *Pokémon* outing.

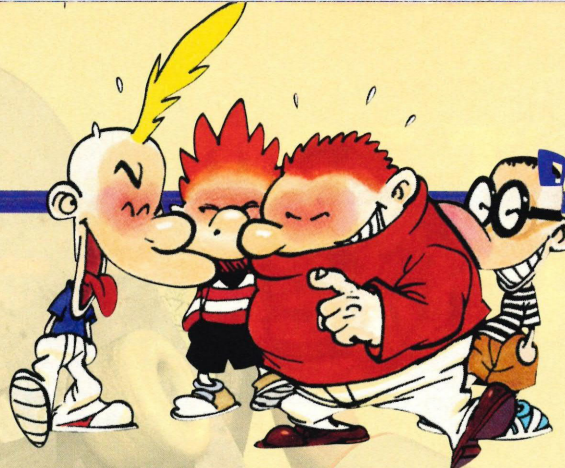
**Pong: The Next Level** ....20%  
It stinks! Buy an old Binatone machine from a car boot sale.

**Pop N' Pop** .....89%  
Superb puzzler, but what happened to Adventure Mode?

**Portal Runner** .....59%  
Boring, awkward platformer from the *Army Men* stable.

**Powerpuff Girls** .....38%  
Three woeful games which play almost identically and offer no thrills at all.





## DIRECTORY

**Power Quest** ..... **.80%**  
Not a bad little beat-'em-up, but get *IK 2000* first.

**Power Rangers Lightspeed Rescue** ..... **.79%**  
Fun platform puzzler. Rescue citizens and beat war bots.

**Prince Naseem Boxing** .... **.85%**  
Heavy hitter starring The Prince. Has depth and fun in abundance.

### Prince of Persia



..... **.90%**  
It's an all-time classic, featuring incredible animation.

**Pro Pool** ..... **.85%**  
Neat game of pool, but we still prefer playing down the pub.

**Project S-II** ..... **.76%**  
Retro-style shooter from the old school. Action-packed.

**Puchi Carat** ..... **.50%**  
Interesting idea for a puzzler, but it's ultimately unsatisfying.

**Puzzled** ..... **.42%**  
Yet another puzzler for the Game Boy that misses the mark.

### Q >

**Quest for Camelot** ..... **.74%**  
It's no *Zelda*, but it's a competent RPG nonetheless.

### Qix Adventures



..... **.90%**  
Superb update of the old coin-op. A timeless terrific game.

### R >

#### Rayman



..... **.92%**  
Colourful and cute platformer. Looks and plays really well.

**Rainbow Islands** ..... **.88%**  
Cool coin-op conversion, but collision detection wobbly.

**Rainbow Six** ..... **.42%**  
Set your strategy before blasting. Not at home on the GBC.

### R-Type DX



..... **.97%**  
The best blaster on the Game Boy, bar none. An excellent package.

**Rampage World Tour** .... **.38%**  
This jaded building basher should never have come to the GBC.

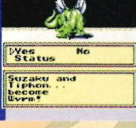
**Rampage 2: Universal Tour** . **.40%**  
More of the same, and still rubbish. Should be condemned...

**Rampart** ..... **.80%**  
Build walls, fire cannons, sink ships – medieval madness.

**Ready 2 Rumble Boxing** ... **.68%**  
The cartoon fighter comes to the GBC, with limited success.

**Reservoir Rat** ..... **.80%**  
Simplistic but fun platformer that will appeal to the kid in us all.

### Revelations: The Demon Slayer



..... **.90%**  
One of the best RPGs. Appeals to magic-and-monsters fans.

**Rhino Rumble** ..... **.81%**  
The cutest rhino ever stars in a sizzling platform opus. Top stuff!

**Rip-Tide Racer** ..... **.20%**  
Disastrous racer, fails on every level. Can finish it in an hour.

**Road Rash** ..... **.82%**  
Fast and furious biker bash. One of the best into-screen drivers.

**Road to Eldorado, The** ... **.67%**  
Sumptuous-looking platformer with deathly-dull level design.

### Road Champs



..... **.93%**  
Excellent BMX stunt outing with great controls and top graphics.

**Roadsters** ..... **.45%**  
Lousy on the Game Boy, just like it is everywhere else.

**Robin Hood** ..... **.42%**  
Could've been cool, but hard-to-see hazards make it a real chore.

**Robot Wars** ..... **.19%**  
No gameplay. Embarrassing waste of a potentially-good licence.

**Roland Garros Tennis 2000** . **.69%**  
Plays pretty well, but is eclipsed by the superior *Mario Tennis*.

**Ronaldo V-Football** ..... **.75%**  
This one's fun, but isn't as good as it aspires to be.

**Roswell Conspiracies: Aliens, Myths & Legends** ..... **.52%**  
Repetitive. Repetitive. Repetitive. And we repeat, repetitive.

**Rugrats in Paris** ..... **.65%**  
Only really recommended for fans of the *Rugrats* – mediocre.

**Rugrats: The Movie** ..... **.78%**  
Simple platformer, but great fun while it lasts. One for the kids...

**Rugrats: Time Travellers** ... **.70%**  
More of the same. Not innovative or original, but it's still fun.

### S >

**Sabrina the Animated Series: Zapped** ..... **.82%**  
It's for the kids, but nonetheless well designed and executed.

**San Francisco Rush 2049** ... **.45%**  
Dodgy driver with no speed and terrible bugs. A travesty.

**Scooby Doo: Classic Creep Capers** ..... **.72%**  
Point-and-click adventuring that's great while it lasts, but too short.

**Shadowgate Classic** ..... **.50%**  
3D RPG from the old school. The puzzles are far too illogical.

**Shamus** ..... **.61%**  
Updated version of old Atari game *Berserk*. Soon gets monotonous.

**Shanghai Pocket** ..... **.80%**  
Interesting and relaxing game, but the tiles are difficult to see.

**Shrek: Fairy Tale FreakDown** . **.58%**  
Dodgy beat-'em-up with nice graphics but lousy controls. Too easy to boot.

**Smurf's Nightmare, The** .... **.60%**  
Nothing dramatically wrong, but lacking spark and flair.

**Space Invaders** ..... **.70%**  
Aww cmon – you must know this. Not as good as *Space Invasion*.

**Space Invasion** ..... **.80%**  
The original shoot-'em-up is back at budget prices. Single-minded blasting.

**Space Station Silicon Valley** . **.64%**  
Some much-needed originality here, but doesn't quite come off.

**Spawn** ..... **.58%**  
Great comic, but every *Spawn* game on every console is poor.

**Speedy Gonzales: Aztec Adventure** ..... **.83%**  
Cute platformer starring the fastest rodent in the West.

**Spider-Man** ..... **.69%**  
Looks great and plays well, but must the controls be so fiddly?

**Spider-Man 2: TSS** ..... **.68%**  
Good platform blasting action, but lacking in variety.

**Spirou: The Robot Invasion** . **.80%**  
Another platformer, but games as good as this are always welcome.

**Spongebob Squarepants** ... **.42%**  
Platform tedium designed for toddlers. Technically inept too.

**Spy Vs Spy** ..... **.89%**  
Set traps to trip your foe in this hilarious action game.

**Star Wars Episode 1 Obi Wan's Adventures** ..... **.70%**  
The level design's great, but weak controls hamper this shooter.

**Star Wars Episode 1 Racer** ... **.86%**  
Ultra-fast racing and a well balanced difficulty curve.

**Stranded Kids** ..... **.70%**  
RPG with the emphasis on object-based puzzles. Pretty good.

**Supercross Freestyle** ..... **.53%**  
Weak graphics and simplistic gameplay spoil this bike racer.

**Street Fighter Alpha** ..... **.80%**  
One of the best beat-'em-ups ever is super-cool on the GBC.

### Super Mario Bros DX



..... **.98%**  
Is this the Game Boy's finest hour? It's certainly the best platformer...

**Supreme Snowboarding** ... **.50%**  
Tricks and trips in this cartoony extreme sports game.

**Suzuki Alstare Racing** .... **.70%**  
Okayish into-the-screen racer on motorbikes. Worth a look.

**SWIV** ..... **.60%**  
Perfect conversion, but too fast for the small screen. Impossible.

### T >

**Tasmanian Devil: Munching Madness** ..... **.80%**  
Psychotic sensations with the lean, mean eatin' machine.

**Tech Deck Skateboarding** ... **.88%**  
Fun, but a bit repetitive. Top tongue-in-cheek action.

**Test Drive 6** ..... **.70%**  
A good viewed-from-above driver, but not as good as *TOCA*.

**Tetris DX** ..... **.89%**  
Tweaked for the GBC, but the graphics show their mono roots.

**The Simpsons: ...Treehouse** . **.73%**  
Too short to be a classic, but its multi-genre levels basically work.

### Thunderbirds



..... **.90%**  
Control all the craft as you defeat the evil Hood. FAB...

**Tiny Toon Adventures: Dizzy's Candy Quest** ..... **.82%**  
Puzzle-filled cartoon capers that really makes you think. Ideal handheld fodder.

**Titus the Fox** ..... **.33%**  
Terrible platformer with lazy graphics and half-hearted designs.

**Tiger Woods PGA Tour 2000** . **65%**  
Serious golf sim for purists. The cartoony *Mario Golf* still rulez...

### TOCA



..... **.96%**  
Intricate driving physics make this the best driver on the Game Boy.

**Tom & Jerry in Mouse Attacks** . **75%**  
Unoriginal platformer that plays pretty well. Good sub-games.

**Tom and Jerry** ..... **.60%**  
A little flat, and too damned tricky for its own good. Looks cool.

**Tomb Raider** ..... **.97%**  
The immortal series storms the GBC with this platforming classic.

**Tonic Trouble** ..... **.64%**  
Average game that shamelessly rips off *Rayman*. Mediocre.

**Tonka Raceway** ..... **.40%**  
Throwaway bit of fun, but too short to justify buying it.

**Tony Hawk's Skateboarding** . **.45%**  
Nowhere near as good as the Hawkster's PlayStation outings.

**Tony Hawk's Pro Skater 2** ... **.82%**  
The skate king's second outing is a much better game than the first.

**Toonsylvania** ..... **.78%**  
Same old story – good visuals but formulaic level design.

**Tootuff** ..... **.59%**  
Flawed boardgame where you spend half the time watching others play.

**Top Gear Rally** ..... **.79%**  
Nothing much wrong with this driver, but it's nothing special.

**Top Gear Rally 2** ..... **.87%**  
Fast, slick, action-packed – all a driving game should be.

**Top Gun** ..... **.83%**  
Flying thriller in the *Desert Strike* mould. Extremely hard, but fun and rewarding.

**Towers: Lord Baniff's Deceit** . **.70%**  
A superb technical achievement, but far too repetitive.

**Toy Story 2** ..... **.60%**  
Bland and lifeless platformer – not a disaster, but fails to shine.

**Toy Story Racer** ..... **.69%**  
Top 3D effects, but the trade-off is weak graphics. Limited fun.

**Trick Boarder** ..... **.71%**  
Challenging snowboard racing, but dodgy collision detection.

**Triple Play 2001** ..... **.41%**  
Yet another dreary baseball sim. Almost as boring as the real sport.

**Turok 2: Seeds of Evil** .... **.60%**  
Mediocre effort disappoints fans of the N64 version.



**Turok 3: Shadow of Oblivion 70%**  
The best *Turok* game on the GBC, but that's not saying very much.

**Turok: Rage Wars .63%**  
This is just an attempt to cash in on the *Turok* name. Dull.

**Tweety's High-Flying Adventure .61%**  
Cartoony platformer for kids, but lacks the necessary variety.

## U >

**UEFA 2000 .70%**  
First-Division, but not in the Premier League.

**Ultimate Fighting Championship .19%**  
Useless beat-'em-up you can beat by using one move.

**Ultimate Paintball .24%**  
What a waste of money!  
Dodgy controls and worse graphics.

**Uno .80%**  
A card game comes to the GBC and works! Hold the front page...

## V >

**V-Rally Championship Edition '99 .85%**  
One of the better into-the-screen racers. Has speed and style.

**Vegas Games .39%**  
Pointless gambling game – no fun with pretend money.

**VIP .38%**  
Sloppy multi-genre romp. You can finish it in an hour...

**Vigilante 8 .71%**  
Scorching car combat is let down by dodgy driving controls.

## W >

**Wacky Races .89%**  
The wildest, wackiest into-the-screen racer ever. It's great!

**Wario Land II .90%**

From the world of Mario comes this excellent platformer, starring the baddie.

**Wario Land III .94%**

Another sizzling platformer from Nintendo, kings of the genre.

**Warriors of Might and Magic 72%**  
Fearsome fighting action adventure. Characters a bit small.

**WCW Mayhem .76%**  
A fair wrestler, but the definitive version of the sport eludes us.

**WDL Thunder Tanks .29%**  
Tragically flawed and virtually unplayable, this is a real disaster.

**Wings of Fury .80%**  
Despite mediocre graphics, this is one of the GB's better shooters.

**Winnie The Pooh: ...100 Acre Wood .85%**  
Lots to do and plenty to see in this kiddie multi-genre game.

**Woody Woodpecker Racing .70%**  
Embarrassing graphics, good driving model, mediocre game.

## Worms Armageddon

**.91%**  
Turn-based combat with the wriggly ones. Hilarious and cool.

**WWF Attitude .86%**  
The best bone-bender on the Game Boy. Polished and slick.

**WWF Wrestlemania 2000 .79%**  
Lacks some of the panache and sparkle of *Attitude*.

## X >

**X-Men Mutant Academy .40%**  
Terrible beat-'em-up you can complete by tapping 'A'.

**X-Men Mutant Wars .29%**  
The sequel to *Mutant Academy* plays even worse...

**X-Men: Wolverine's Rage .78%**  
Reasonable platform fighter, but nothing ground-breaking.

**Xtreme Sports .79%**  
Looks good and plays well, but doesn't last long. Only five sports.

**Xtreme Wheels .85%**  
Balance speed and energy conservation in this BMX racer.

## Y >

**Yars' Revenge .73%**  
Fearsome retro game from Atari. Great fun but too hard.

**Yoda Stories .29%**  
The Force is not with this. More like *The Farce*...

## Z >

**Zelda: Link's Awakening DX 98%**  
Coloured-in version of what's arguably the Game Boy's finest hour.

**Zelda: Ocarina of Ages .91%**  
Superb RPG with the emphasis on puzzle-solving. Links with Seasons.

**Zelda: Ocarina of Seasons .91%**  
Superb RPG with the emphasis on combat. Links with Ages.

**Bomberman Tournament .92%**

Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.

**Castlevania: Circle of the Moon .79%**

As good as any Castlevania game, but fails to take the series forward.

**ChuChu Rocket .91%**

Fantastic multiplayer rodent-catching puzzler which works well on your own too.

**F-Zero: Maximum Velocity .93%**

Brilliant racing action, brought to life with superb opponent AI.

**GT Advance .66%**

A game of two halves. Brilliant depth and sense of progress, average racing.

**GT Championship .82%**

An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.

**Konami Krazy Racers .81%**

This Mario Kart rip-off works well, but you need more than one copy to multiplay.

**Kuru Kuru Kururin .91%**

Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.

**Mario Advance .90%**

Not the blockbuster we hoped for, but still a great game in its own right.

**Mr Driller 2 .58%**

Fatally flawed coin-op conversion. Not enough here to justify the asking price.

**Pinabee: Wings of Adventure .56%**

A mediocre platformer that tries, and fails, to be another Rayman. Look elsewhere.

**Rayman Advance .94%**

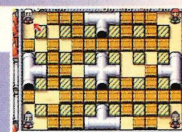
This is the best launch title on the Advance. A superb conversion of the PlayStation hit.

**Tony Hawk's Pro Skater 2 .93%**

Visually stunning, precision controls, plenty of variety – it's got the lot! This sizzling skateboarding sim is a bona fide classic, and one of the best GBA launch titles.

**Tweety and the Magic Gems .46%**

Cartoon capers with the Looney Tunes crew, but it fails to excite. Sub-games variable in quality, and boardgame theme bores.





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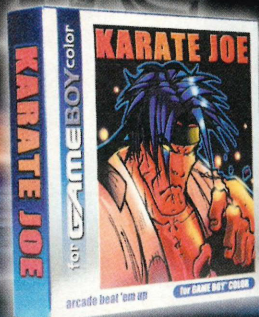
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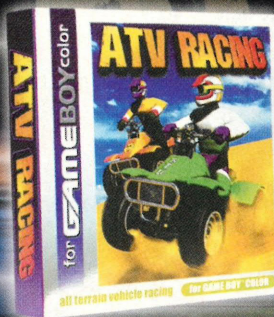
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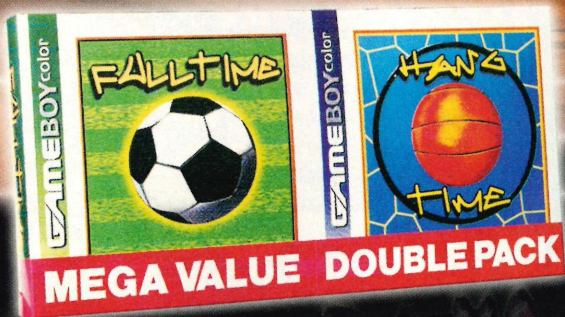


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# FALL OUT!

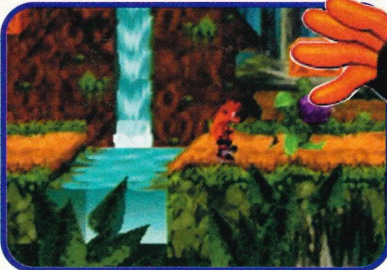
We've got some more great games to show you next month, so make sure you don't miss out. Demand's bound to be high, so you'd better take out that free subscription on Page 38...

## X-PORT GBX!



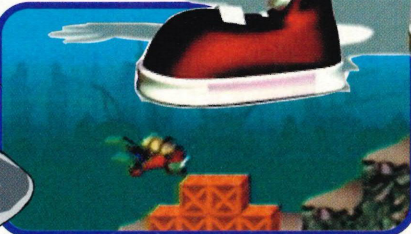
Want to know how you can exchange save game files with your mates, and even download them over the net? With Datel's X-Port GBX you can do just that! Find out how next issue...

## CRASH GAME BOY ADVANCE



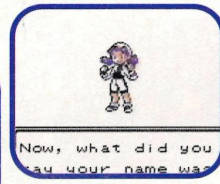
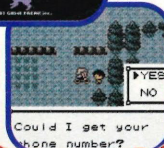
Crash Bandicoot's coming to the Advance, but not for a while – the game hasn't

even got a proper title yet. Next month we give you a first look at what's set to be 2002's first sizzler.



## ISSUE FOUR ON SALE: 13th September, 2001

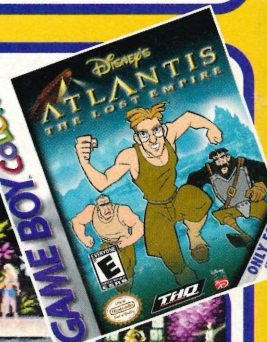
## POKÉMON CRYSTAL



It's ready at last, but is it a game too far for the pocket monsters? We give you a full review of Pokémon Crystal.

## DISNEY'S ATLANTIS: THE LOST EMPIRE

Disney's devious platform interpretation of the forthcoming cartoon film is heading for the Color and the Advance. But is it any good? Wait and see...



## PLUS...

Lego Island 2: Brickster's Revenge, Final Fight One, BackTrack, Stuart Little, Jurassic Park III: DNA Factor, Extreme Ghostbusters, Gremlins, Kiri Kou, NY Race and more!

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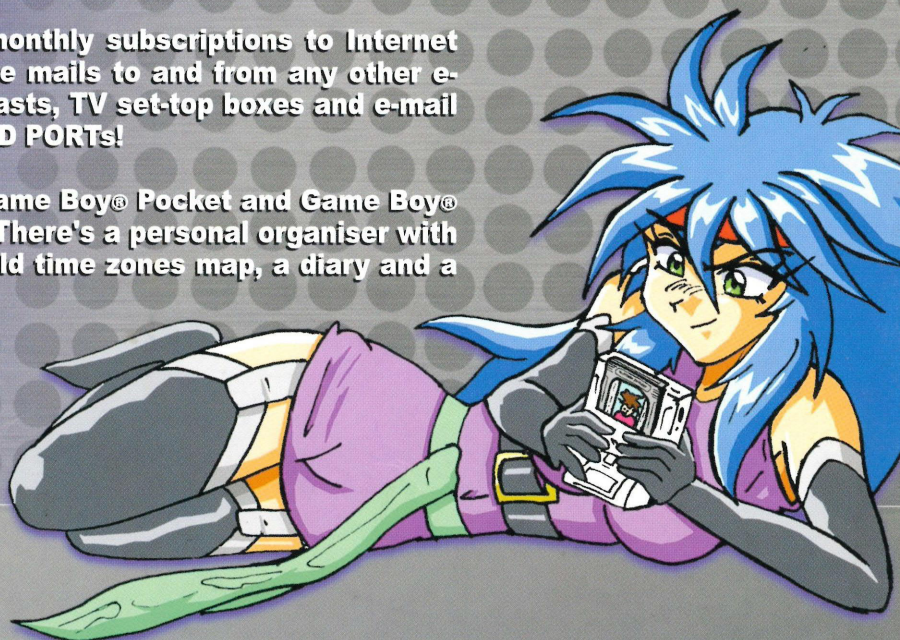
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